EXCLUSIVE! First news on the new Sonic Team game!

Bulk Slash!

The Japanese game Sega Europe MUST sign!

SATURN POWER

No. 6

FREE! CROC POSTER INSIDE

SEGA UPDATE!

We exclusively reveal Sega Europe's masterplan for the future!

- TOURING CAR CHAMPIONSHIP
- WORLDWIDE SOCCER '98
- PANZER DRAGOON SAGA
- STEEP SLOPE SLIDERS
- GRANDIA
- SONIC R
- QUAKE

INSIDE!

DUKE NUKEM 3D – REVIEWED! • SILHOUETTE MIRAGE • MARVEL SUPER HEROES – OUR VERDICT • • FRANKENSTEIN • BUST-A-MOVE 3 • TETRIS!

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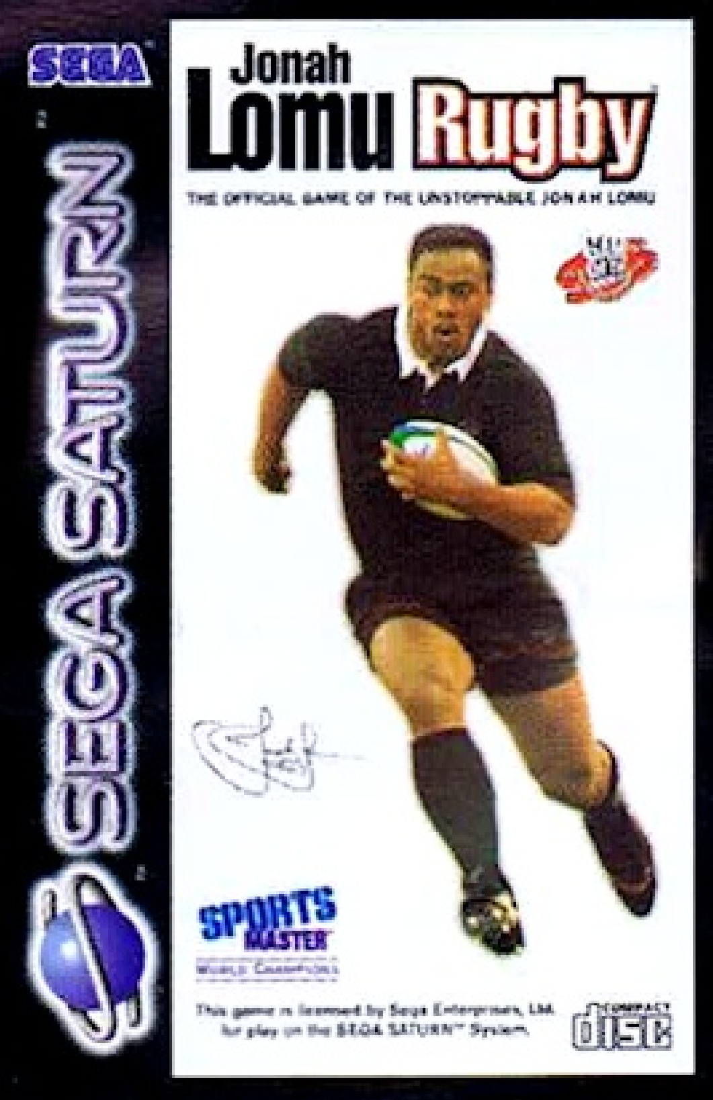
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COMPACT DISC

THE BEST SELLING RUGBY GAME*

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SEGA

Sonic R
Steep Slope Sliders
Worldwide Soccer '98
Quake
Touring Car
Panzer Dragoon Saga
Grandia

Sega Europe have, in our educated opinion, has the finest Autumn/Winter line-up of software we've seen for any console this year and when you include *Duke Nukem 3D*, *Resident Evil* and *Marvel Super Heroes* to that list, it turns out to be a very formidable line-up indeed.

Not only that, though, but Sega have big plans for the Saturn through 1998 (with well over 20 titles planned for release) and we've got exclusive information on some of the first (and best) ones to expect. Congratulations, you've just bought one hell of a mag.

If you see one of these things in the mag, don't be afraid, they won't hurt you. Far from it, they're there to help you out and lead you to relevant sections.

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Sega update

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This month we've probably managed to astound even the most cynical of you by producing a cover feature of such outstanding importance that I feel humbled by having to write this inadequate introduction to it.

So, to hurry along, we now bring you a complete round-up (with looks at the very latest versions) of all the Sega Saturn releases for the rest of the year and a couple of impressive exclusives on *Worldwide Soccer '98* and *Steep Slope Sliders*.

To finish, we give you a taster of what's in store and a look at every Sega release past. And to think… we do it all because we love you.

Saturn Power Presents…

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Silhouette Mirage

We covered this title briefly in issue one but seeing as we had the pleasure of receiving a one-level demo disc, we thought we'd let you into a bit more of Treasure's latest game.

16

Bulk Slash

Also contained on the same disc was a great 3D shoot-'em-up that took elements of both *Virtual On* and the old 32X game *Metal Head*. We think it's brilliant and James tells you why.

ROUND 10
TO START
NEXT

36

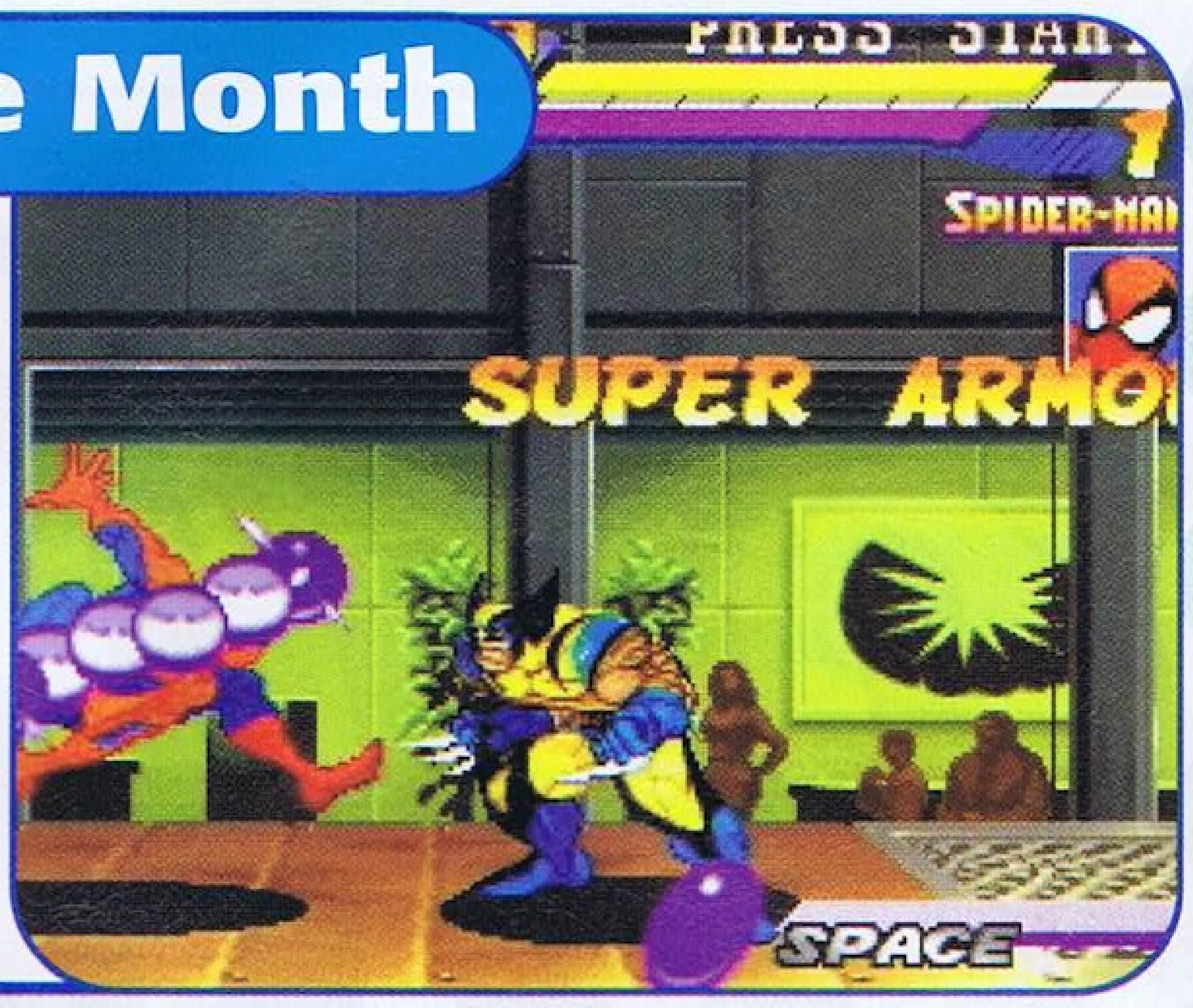
Bust-a-Move 3

Sitting in a very respectable place somewhere in the 20s, *Bust-a-Move 2* is one of the most popular puzzle games in the Top 100. Can the sequel improve matters any? Our preview sheds more light on the subject.

Game of the Month

Why *Marvel Super Heroes* over *Duke Nukem 3D*, then? It was a close one – possibly one of the closest ones we've had in the office for many months but we decided, in the end, that the extra gameplay of *Marvel Super Heroes* just about won out.

By that we mean the two-player battles are out of this world and, once you start to get a hang of the pick-ups and their possibilities, there's a wealth of extras lying under the surface. A stunning 2D fighter.



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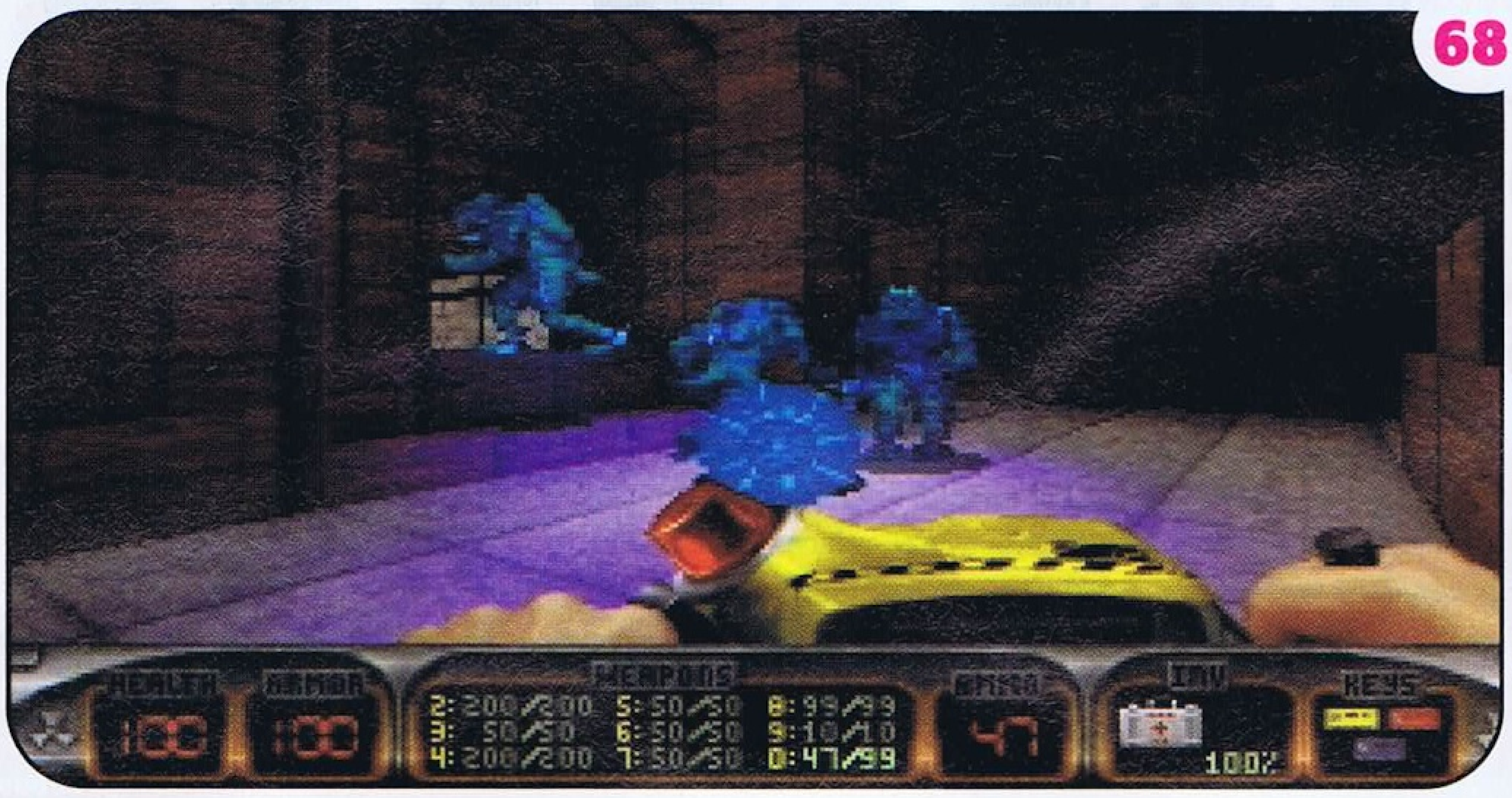

Duke Nukem 3D – aahh, simply brilliant.

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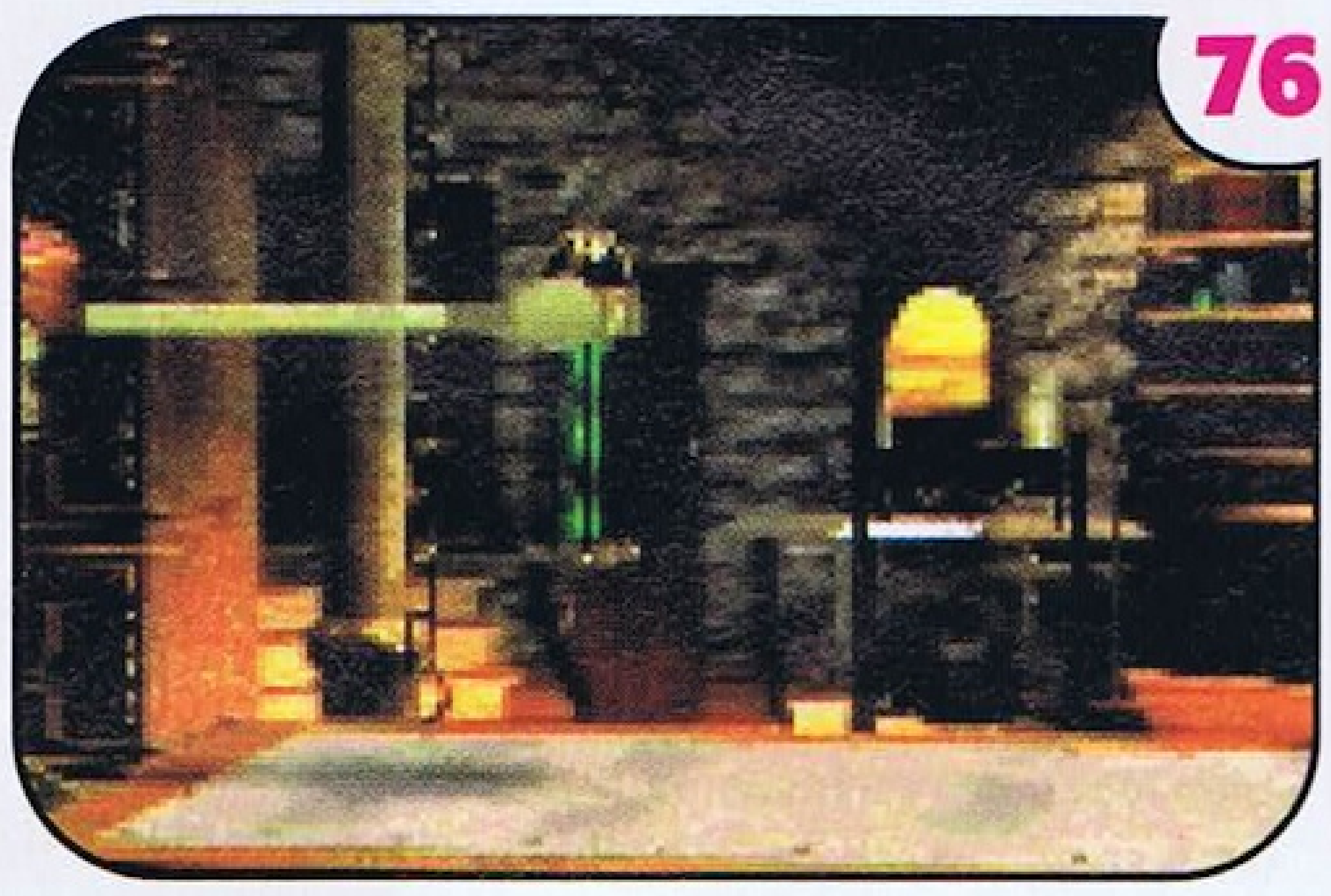

Frankenstein – Ironically enough, it's a cobbled together piece of old rubbish.

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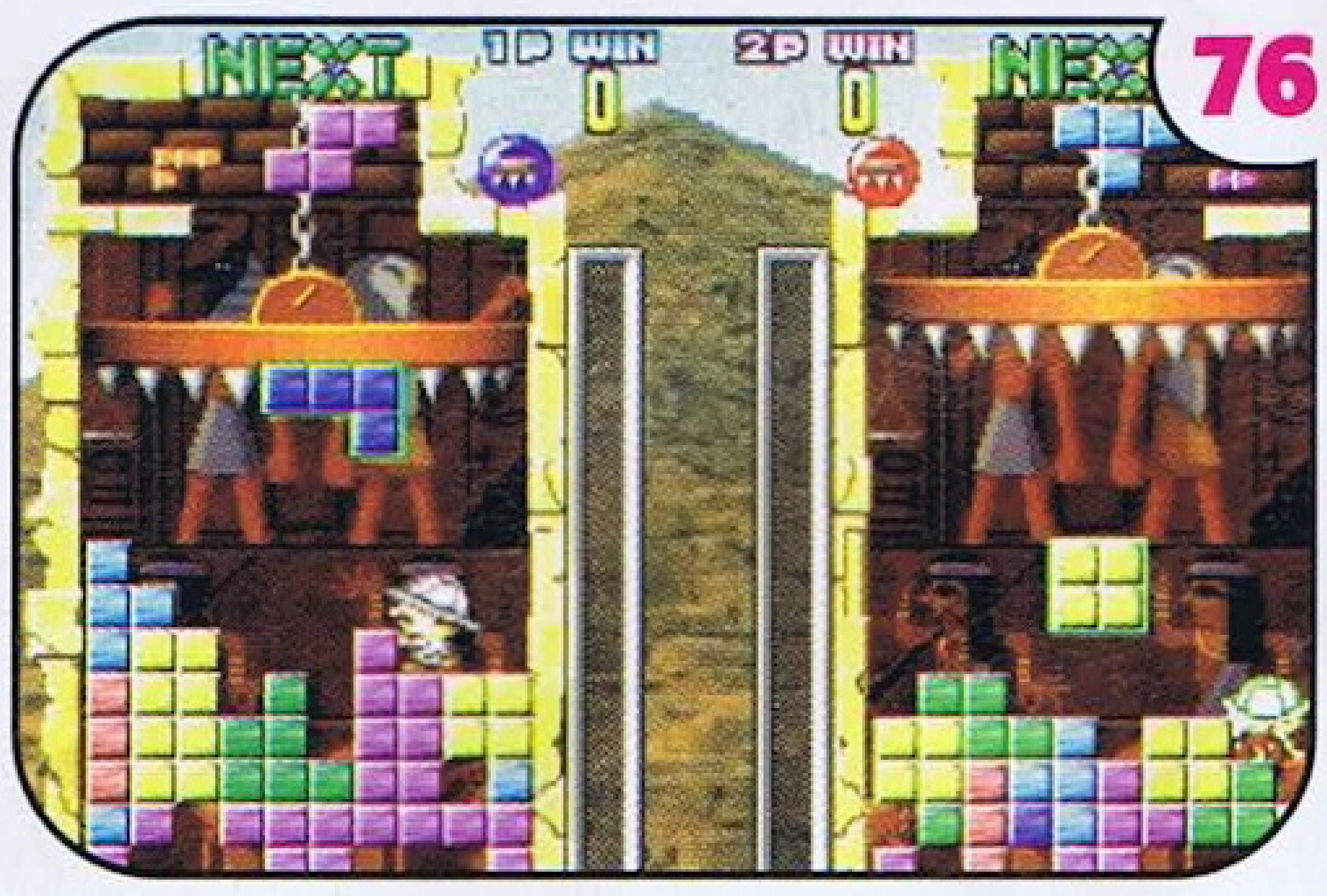

Tetris Plus – loads of old bol... ahem... blocks? Or videogame classic updated with style?

Team Power

Dean Mortlock
The bearded one is known for having a temper shorter than a mouse's todger. You've been warned.

James Price
James' mood is unique to us... bubbly, lively and full of life – and that's. Why. We. Had. To. Kill. Him.

Lisa Kellett
A happier bunny you're unlucky to find outside the pages of a Richard Adams novel. Wheee!

Iain White
We love Iain because he's polite and the fact that 'polite' rhymes with 'White' is an obvious bonus.

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The choicest morsels in this month's news section include our exclusive information on the new Sonic Team game and a Jaleco release round-up...

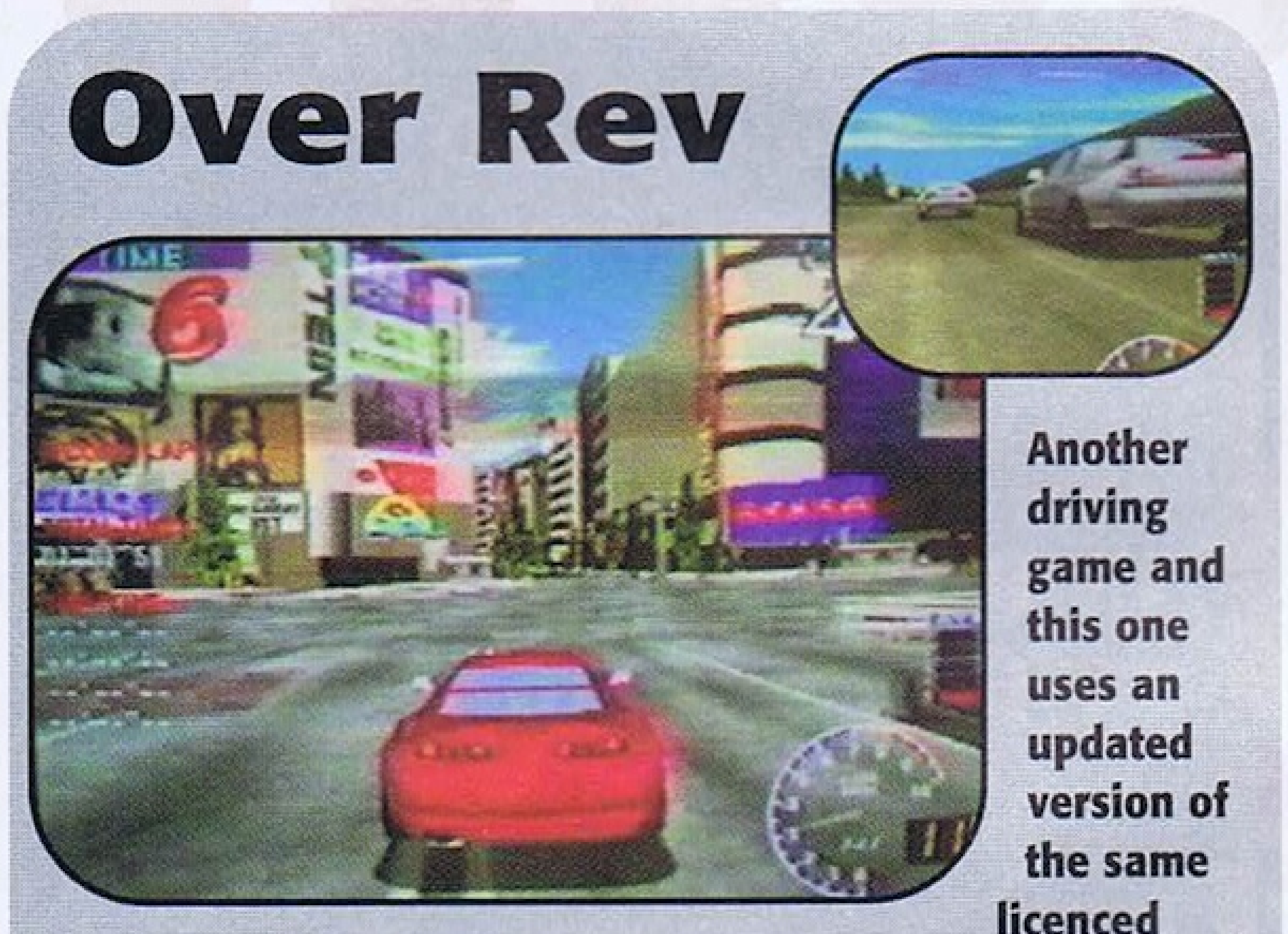
Frontline News

This month we kick off a packed news section with the latest news on one of the rising stars in the Saturn and Sega market, Jaleco.

Various titles • Jaleco • From now

Jaleco enter the fray

Over Rev



Another driving game and this one uses an updated version of the same licenced Model 2 board as *GT 24*. The graphics are much better and all the courses and backgrounds are based on actual Japanese locations. The examples we viewed were excellent (especially the town-based ones) and the arcade game should be out any time now. Jaleco are seriously considering a Saturn conversion but have said that it depends somewhat on the success of their *Super GT 24* conversion. More news next issue.

Jaleco is probably a name that means very little to most people in this country and, although the company was formed in Japan in 1971, their progress into worldwide domination has been quiet up until now. The good news for us, though, is that Jaleco were one of the chosen few companies that licensed out the Model 2 technology and the fruits of that have been shown in the arcades since last September (with their impressive driving game, *Over Rev*). To follow that up, they've been working on Saturn development now for a few months and have at least two home-grown games in the pipeline – with the possibility of a couple more to be announced.

A Jaleco game gets a re-review in this issue – the flawed *Tetris Plus*. They were planning to throw it out around Christmas of last year but, wisely for them, they left the honours to JVC. Now things are different and Jaleco have plans aplenty for us. Here's a run down of what we can expect...

Ninja: Jajamaru

Very little is known (even at Jaleco Europe) about this game at present but we can tell you that it'll be a 3D Ninja game based on the famous Japanese *Jajamaru* series. That and the fact that the game should be released sometime in the middle of 1998 is the closest we can give you at the moment. More news as it arrives...

Hot Gossip

Facts, rumours and general tat – *Saturn Power* thrives on all three of 'em...

It is with much regret that we have to announce that *Saturn Power* will no longer be producing demo CDs with our magazine. After much thought about the matter, we took a look at the market and decided that we'd unfortunately no longer be able to bring you the quality demos we feel you deserve (you only have to look at the latest Saturn Magazine demo – where three of the four games had already appeared on previous discs of theirs – to know how lean the market is for demos). When we originally planned the idea for *Saturn Power* and the demo CDs, the third-party Saturn market was a lot stronger (remember, we can't get discs from Sega) but, as we all know, there's now only a handful of European developers committed to any long-term Saturn development and, therefore, we are unable to guarantee either the frequency or quality of discs. We hope you appreciate this is a matter beyond our control and, with our new price point and exciting plans for the future, we can guarantee that you've got the best Saturn mag by far.

All this doesn't necessarily mean doom and gloom for the Saturn, though. There are still plenty of excellent games coming out – with at least 25 planned from Sega themselves next year alone – it's just that we feel that the standard of the third-party releases isn't up to the same quality and it's those we'd have to rely on. As usual, if you have any thoughts, comments or queries about anything to do with the Saturn or *Saturn Power*, then please be sure to write and tell us.

After hyping up *Dead or Alive* to the bitter end, it would seem that it might finally make it to these shores, courtesy of Acclaim. The company own the rights to Tecmo's arcade game in this country and, it would appear that a similar deal has been struck for the console conversions. When we asked them about it, Acclaim didn't seem to know much about the deal or the game but we have it on very good authority that it *is* Acclaim that have signed the game up.

After months of being left in the dark, the good news is that it appears that Core and Eidos are to release *Fighting Force* in this country after all. We're not too sure of the deal that's involved but Core did tell us that Sega have been up to Derby to see them a couple of times and it was looking most likely that a UK release was back on. The Saturn development of *Fighting Force* is currently a little way behind the others, but the game should be out around November – if the news we've heard is true.

Jaleco-the arcade games

Although they've been producing console games for many years now, Jaleco are better known in Japan for their arcade games. These range from standard driving games (complete with the usual enormous cabinets) to the more bizarre, unique ones. Here's a selection of some of the ones they've released over the years. Oh, and they're also pretty big in aquariums, apparently.

ARM CHAMPS II

One of the most popular Jaleco arcade games, the 'arm wrestling one'.

Here's an interesting one, although it has to compete against the might *Virtua Cop*, it's not too bad – as gun games go.

WORLD PK SOCCER V2
JALECO

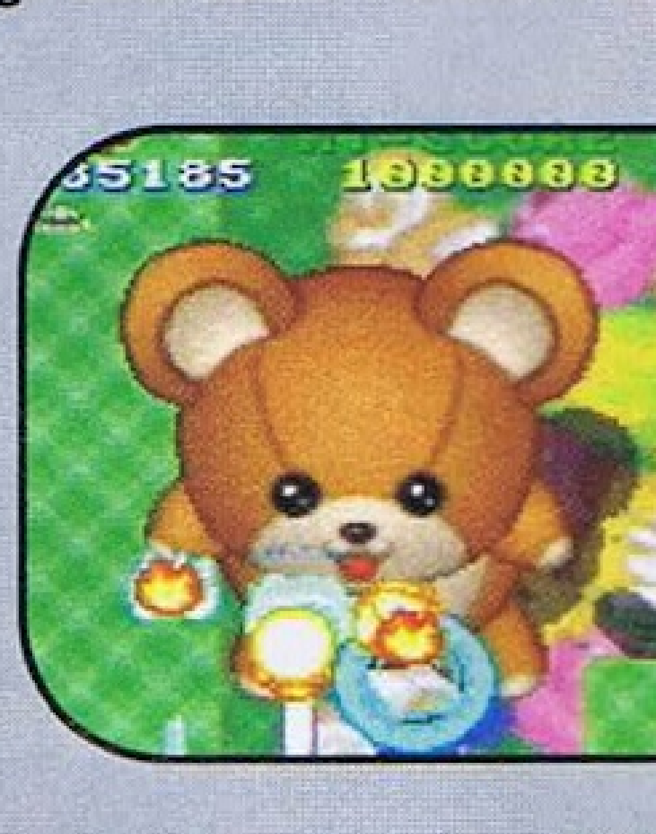
A great idea. You actually kick the ball and it registers on the screen.

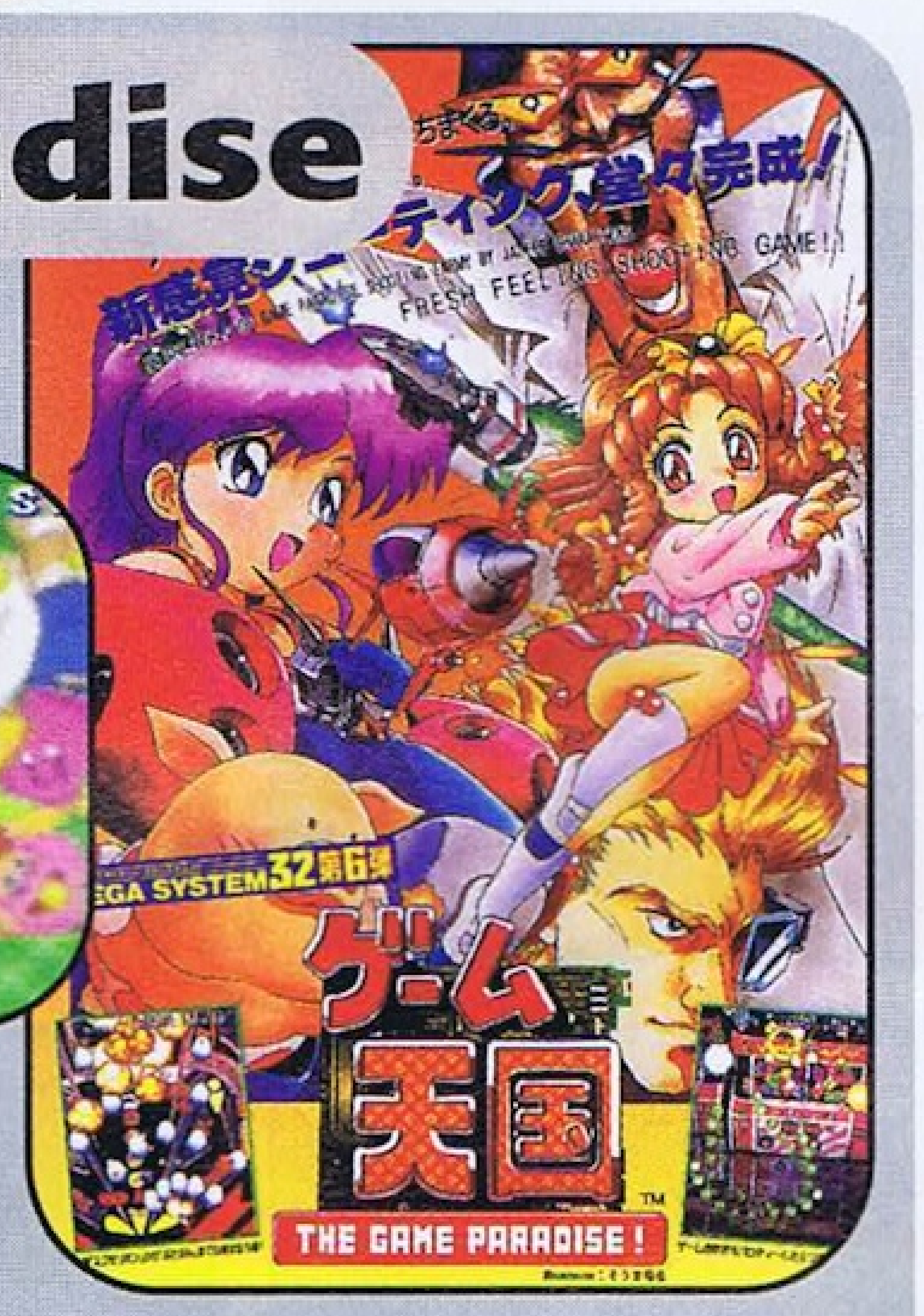
POLICE
JALECO
POLICE

Look at my smart uniform, shiny badge and ridiculous police car. Hmph!

Games Paradise

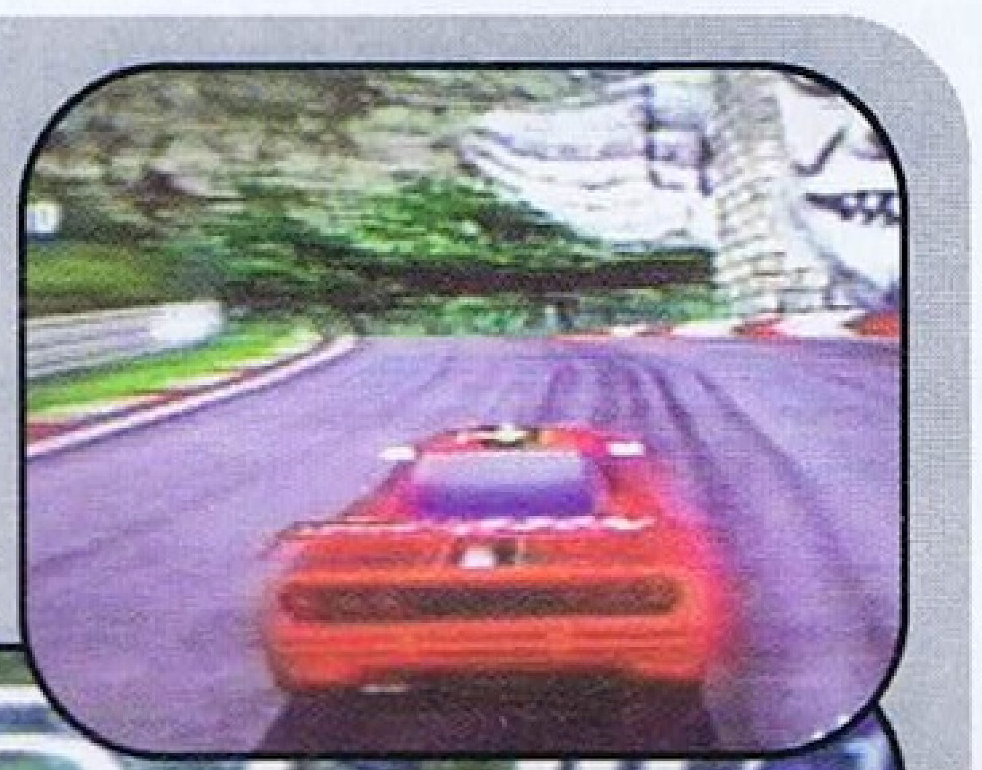
Here's a strange one. *Game Paradise* is a shoot-'em-up very much in the style of *Parodius* – large sprites, ridiculous concept, flying pigs, etc. but what impresses most about it is the incredibly fast speed, difficulty level (it seems to be pleasantly harder than other Japanese shooters) and the enormous sprites that fly around the screen. Released in Japan by Jaleco themselves, it remains to be seen whether the European office will convert it across but when we spoke to them about it, they seemed pretty hopeful.

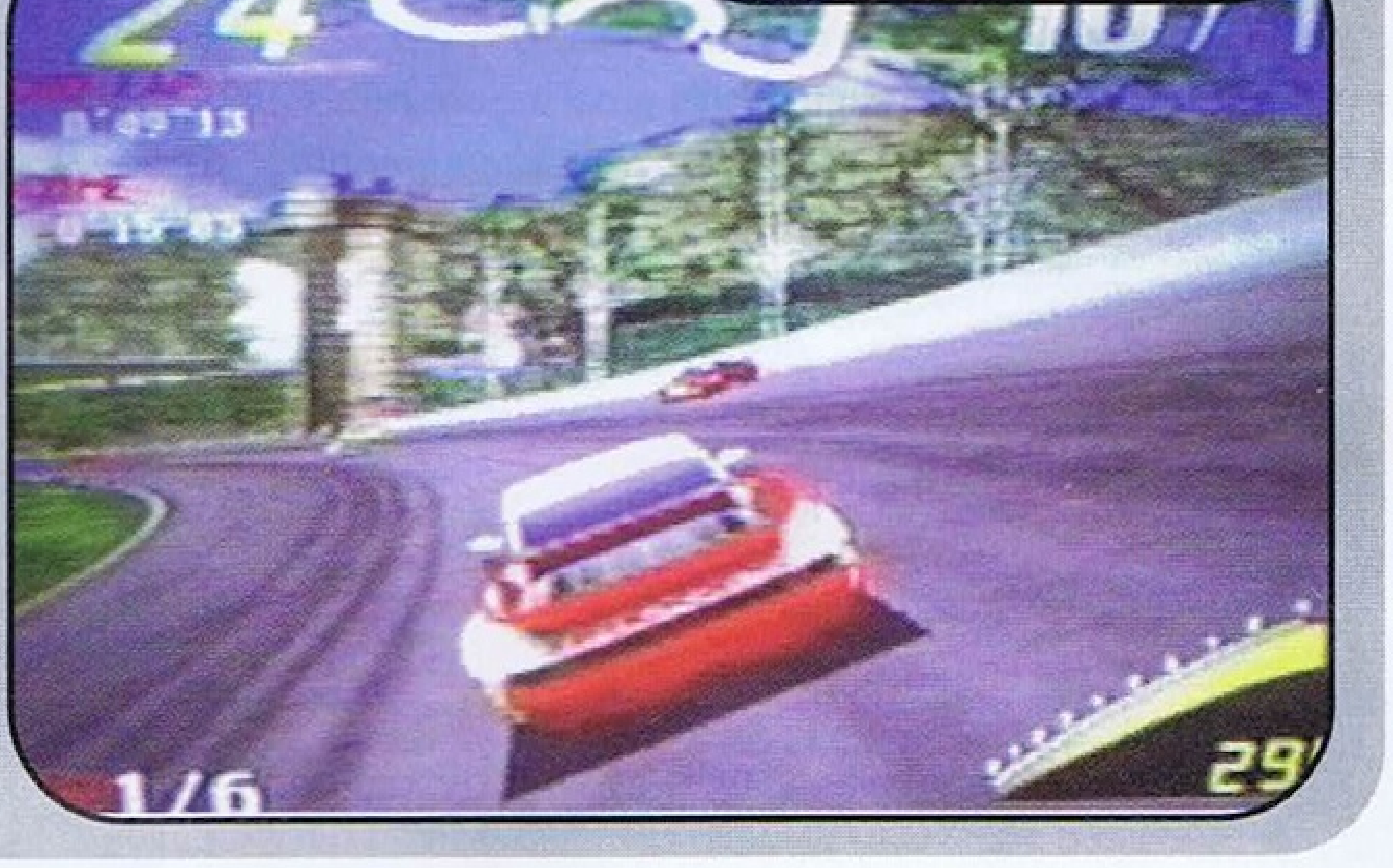



FRESH FEELING SHOOTING GAME!
SEGA SYSTEM32第6弾
ゲーム天国
THE GAME PARADISE!

Super GT 24

This was released in the arcades last September and was the first of their games to use the Model 2 board technology. While Jaleco felt it didn't manage to stand out from the herd in the arcades, the game should be perfect for a Saturn conversion, with tweaks. They hope to have it completed by the end of the year.





The ECTS show is to be held 7-9 of September (although it'll all be well over by the time you read this) and, in the words of the organisers, it's 'Europe's premier interactive entertainment expo'. Now that may be true, but the fact that it's the only one seems to help its place in the league. Although the show isn't usually a hotbed for new software, we do know for a fact that Sega will be showing off their impressive-sounding Sonic Team game, *Burning Ranger*, to a select audience – including us, naturally. We'll bring you a report of anything interesting we find next month.

We're famous, we are. Although we never watch the bloody awful program, we have to admire their good taste in magazines. Sorry, what are we talking about? *Emmerdale Farm*, of course and that episode about a month ago when one lucky child was spotted reading an old issue of our mag. We're offering a free game to the person who just might have it on video – we'd like to see it for ourselves, y'see? Just send in your tapes to our usual address.

We were all set to do a massive feature on *UEFA Soccer* from Ocean this month but the sad news is that it appears that the game has now been put back until the new year. The obvious reason (as ever) is that they want to make sure that the game's as good as it can possibly be (and with the amount of money that Ocean are rumoured to be putting behind this title, you can understand why). Also, they will have a chance to see what Sega can do with *Worldwide Soccer '98* first, won't they?

The mysteries surrounding Team 17's *X2* game continue. First we heard from a source that work on the Saturn version of the game had stopped and then, from talking to Team 17, we find out that the game is not only still in development but nearing completion. The question now raised, though, concerns who is actually going to publish the title. Team 17 have now moved over from Ocean to Microprose and we know that they won't be releasing the title, so it would have to fall back onto Ocean to release it – as the game was in development when the deal with Microprose was struck. Ocean, though, say that they have no plans to release it, so it would seem that *X2* is, for the moment, the game without a home.

There's a mysterious game on its way to the Saturn in the form of *Mystery of the Pyramids* from Asmik (don't worry, they're a foreign company). The game centres around a character called Lupin, who's a female anime character that seems to be hugely popular in Japan. The game will be a 3D, behind-the-character game that's set in Eygpt and will… oh I can't be bothered with this news story any more. Do you care about a *Tomb Raider* rip-off? I certainly don't. What you really want to know is when will this country going to do about the bloody awful tabloid press in this country. When a possibly the most famous woman in the world can be hounded day and night until her death then there's got to be something wrong with society, hasn't there? Please don't buy the tabloid newspapers… only then might somebody sit up and listen. Normal service will now resume…

Burning ambition

Burning Ranger: EXCLUSIVE PICTURES! • Sonic Team • Easter '98

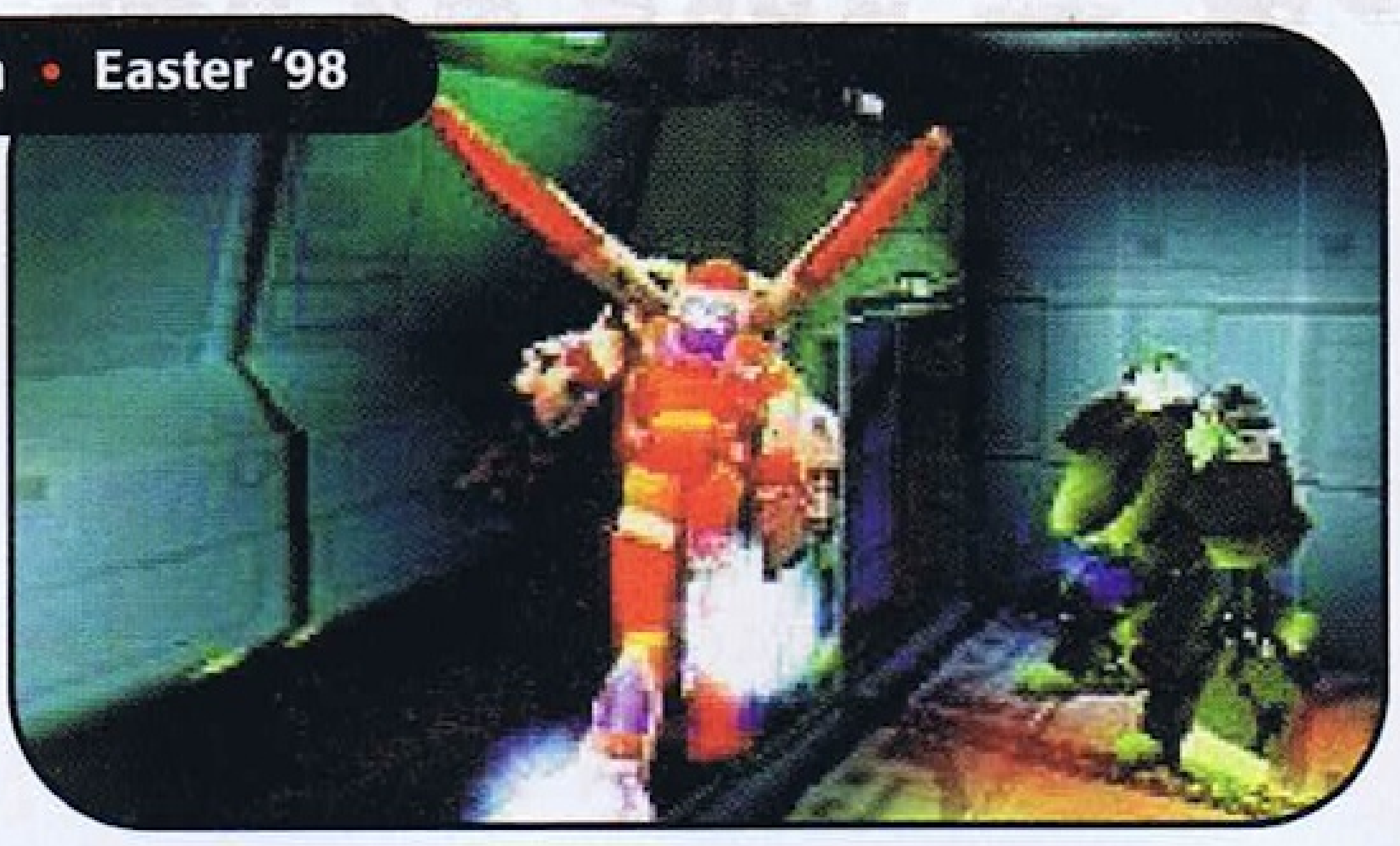
WORLD EXCLUSIVE! We discovered this month that Sonic Team are working on a new game and, while early rumours seemed to indicate that they were coding a new *Sonic* game for Sega's forthcoming system, it seems that they have one more Saturn game left in them and we've got the exclusive information and shots.

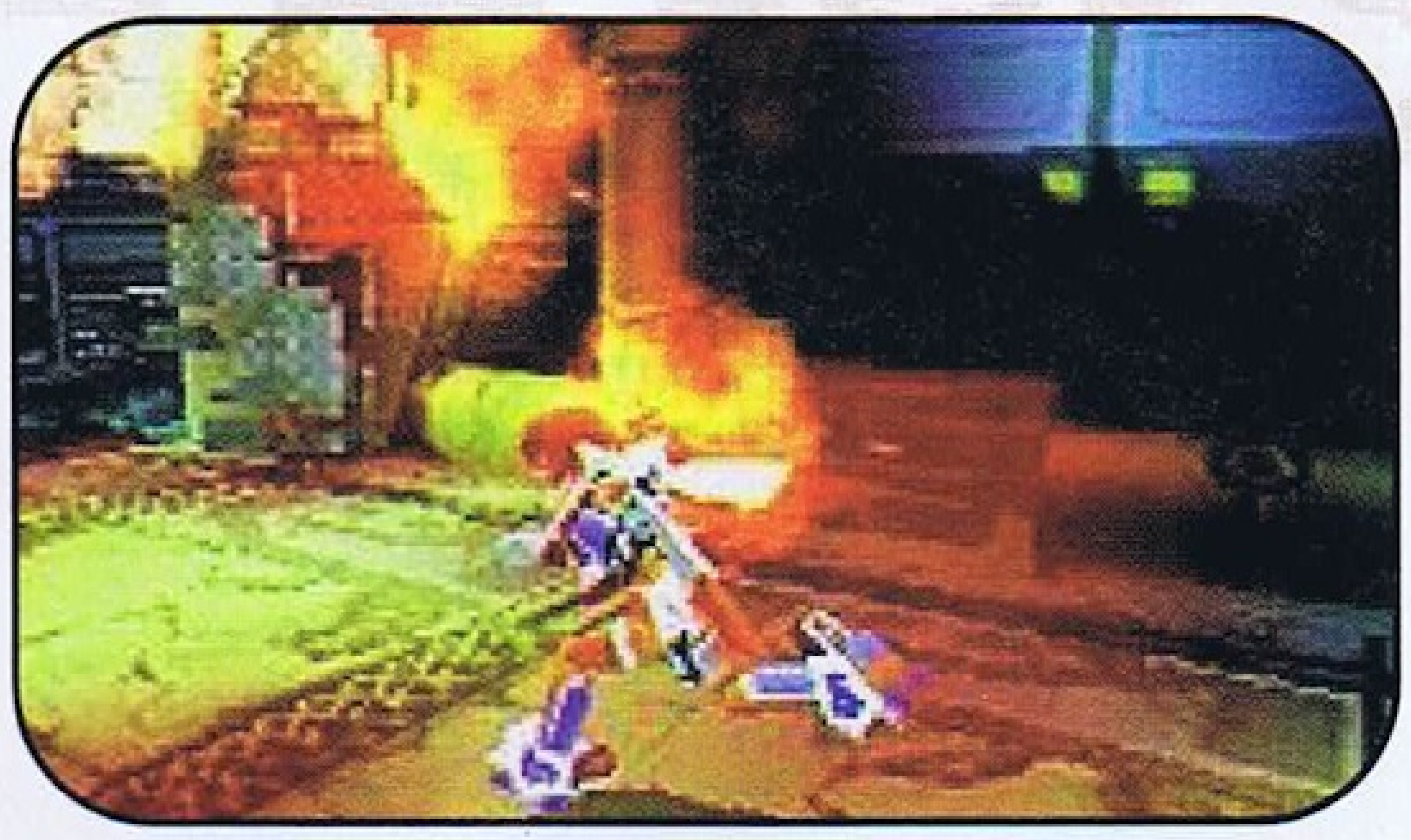
Released at the end of the year (hopefully) in Japan and at Easter over here, *Burning Ranger* will be a completely new game entirely. Set in space, you control a character who's job is to put out fires and rescue people on a set of space stations (or, possibly, space ships – this has yet to be confirmed). *Ranger* uses a *Tomb Raider*-style perspective – although it's claimed that the game's engine and graphics are even better than the mighty *TR* itself. Similarities between *Burning Ranger* (rescue people, put out fires) and Sony's *Rosco McQueen* (rescue people, put out fires) shall be mercilessly examined when we have more details…

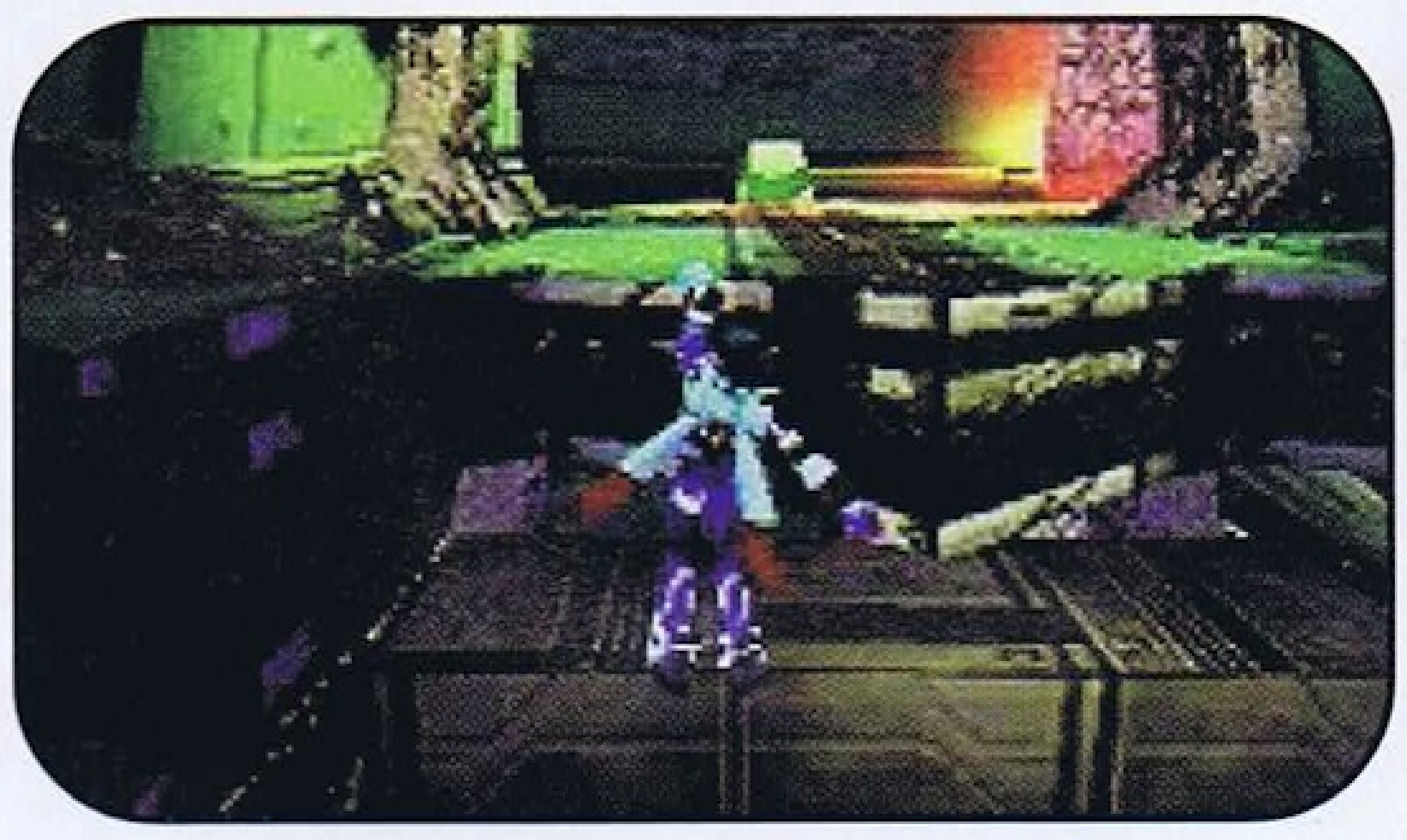
As far as any extra news goes, all we really know is that it was unveiled at the recent Toyko Game Show and that we'll all be seeing an early, one-level demo of the game at the ECTS show from the 7-9 of September, so we'll be able to report back next month with a lot more information.

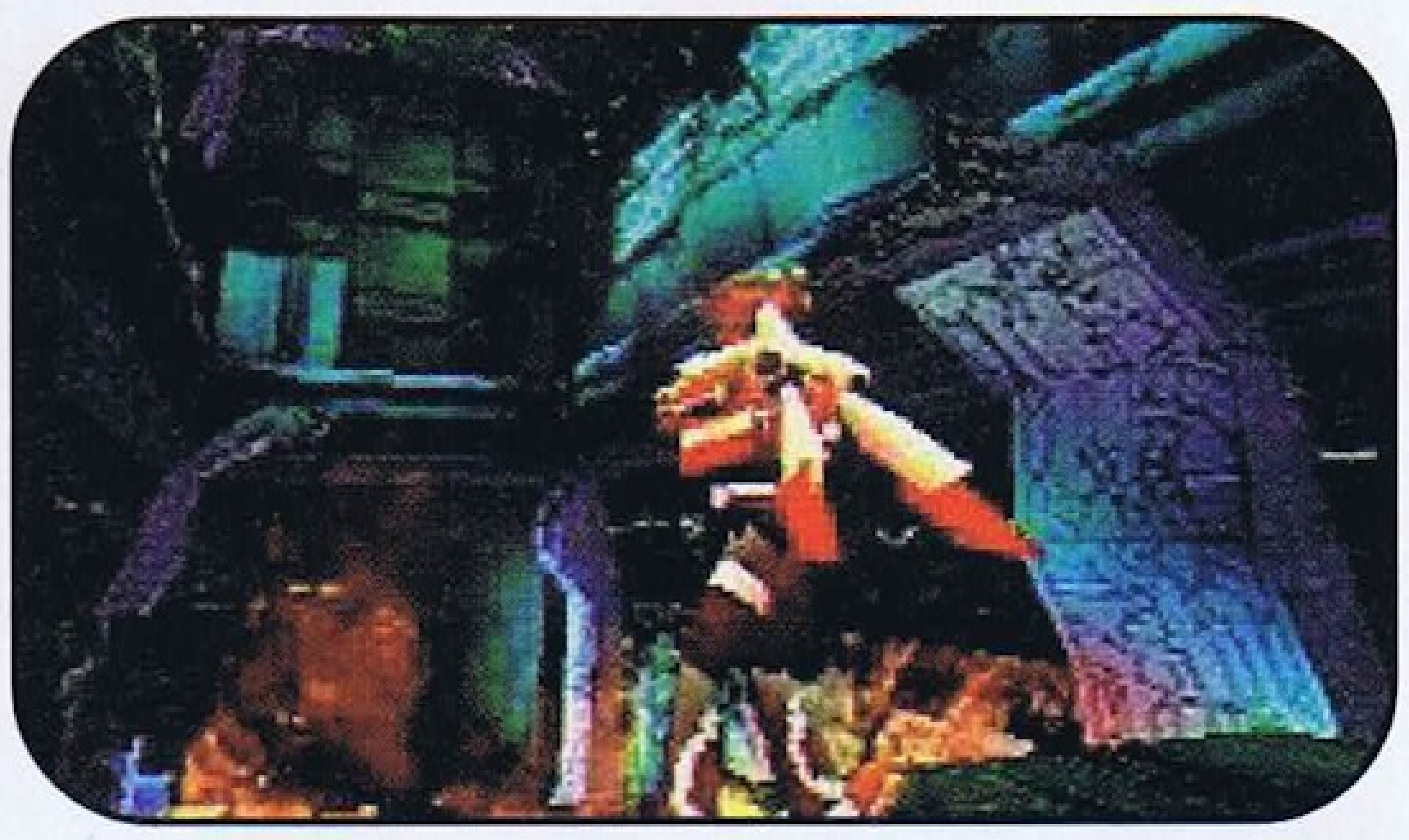
The Sonic Team and Yuji Naka are working hard to try to get the game out before the end of the year in Japan and you can expect a European release sometime around Easter of next year. Whatever way, you can guarantee far more coverage of this amazing-sounding title over the next few months. For now, take a gander at the eye candy to the right…

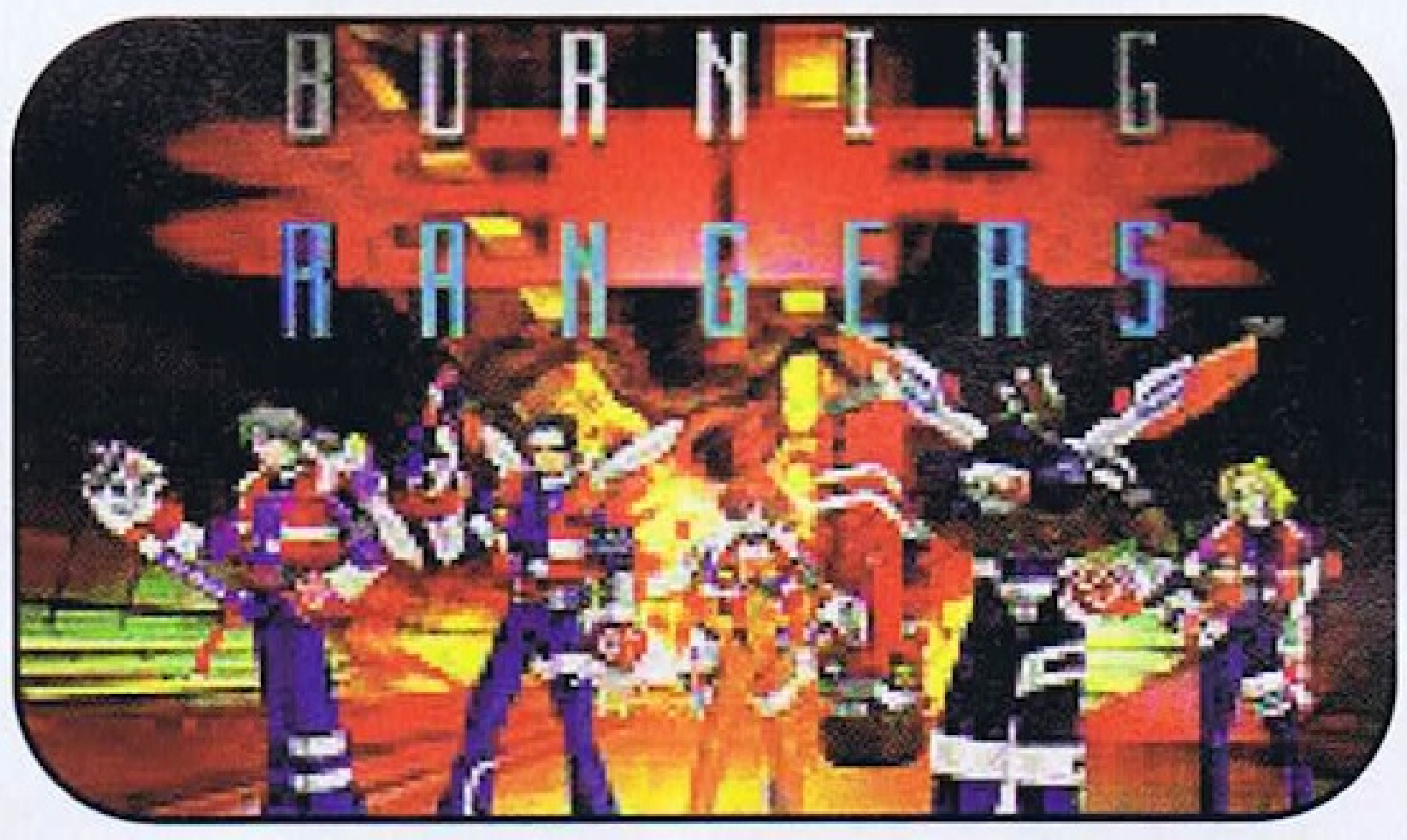
"Hello, Japanese we are and like we much your culture and your funny little Benny Hill."

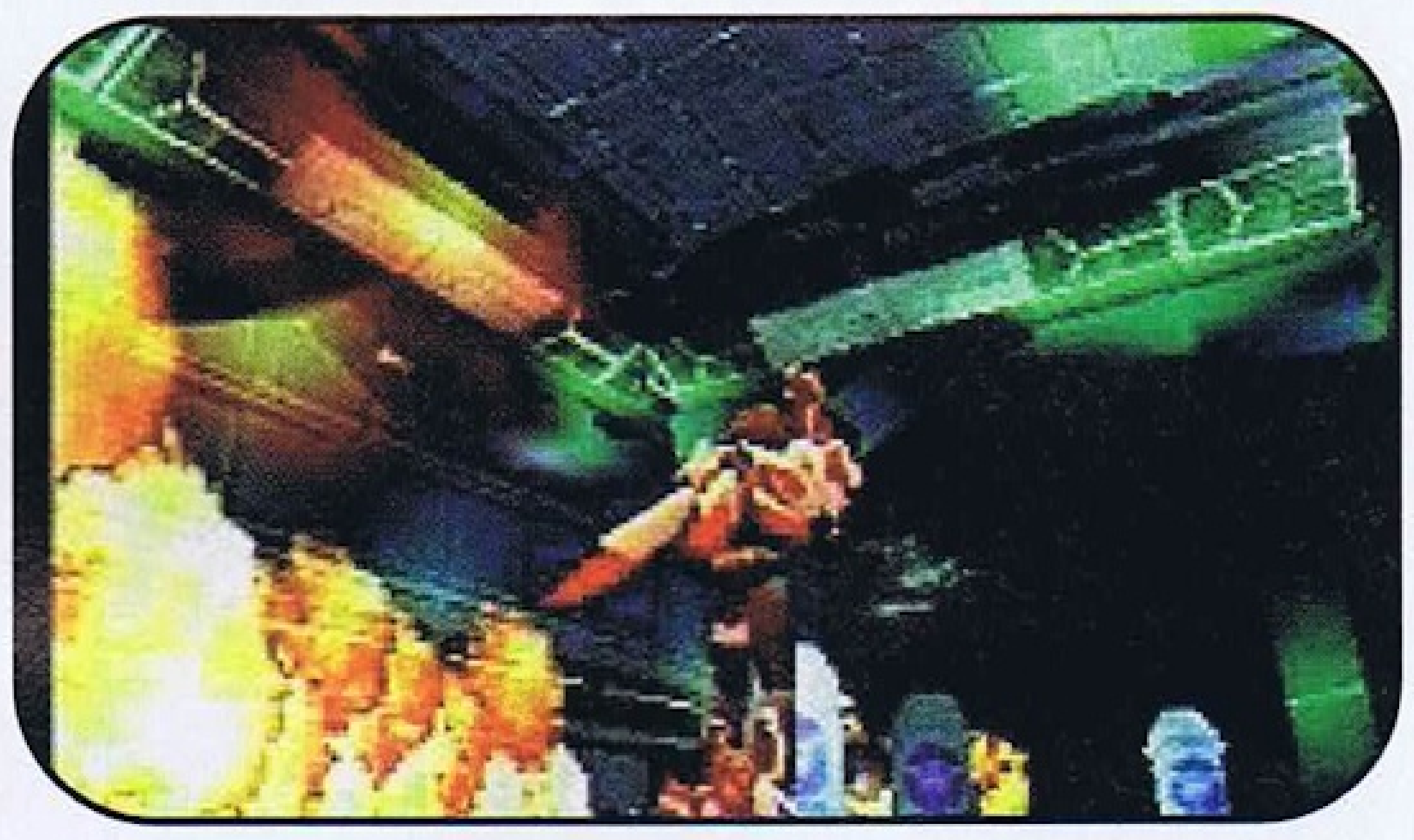


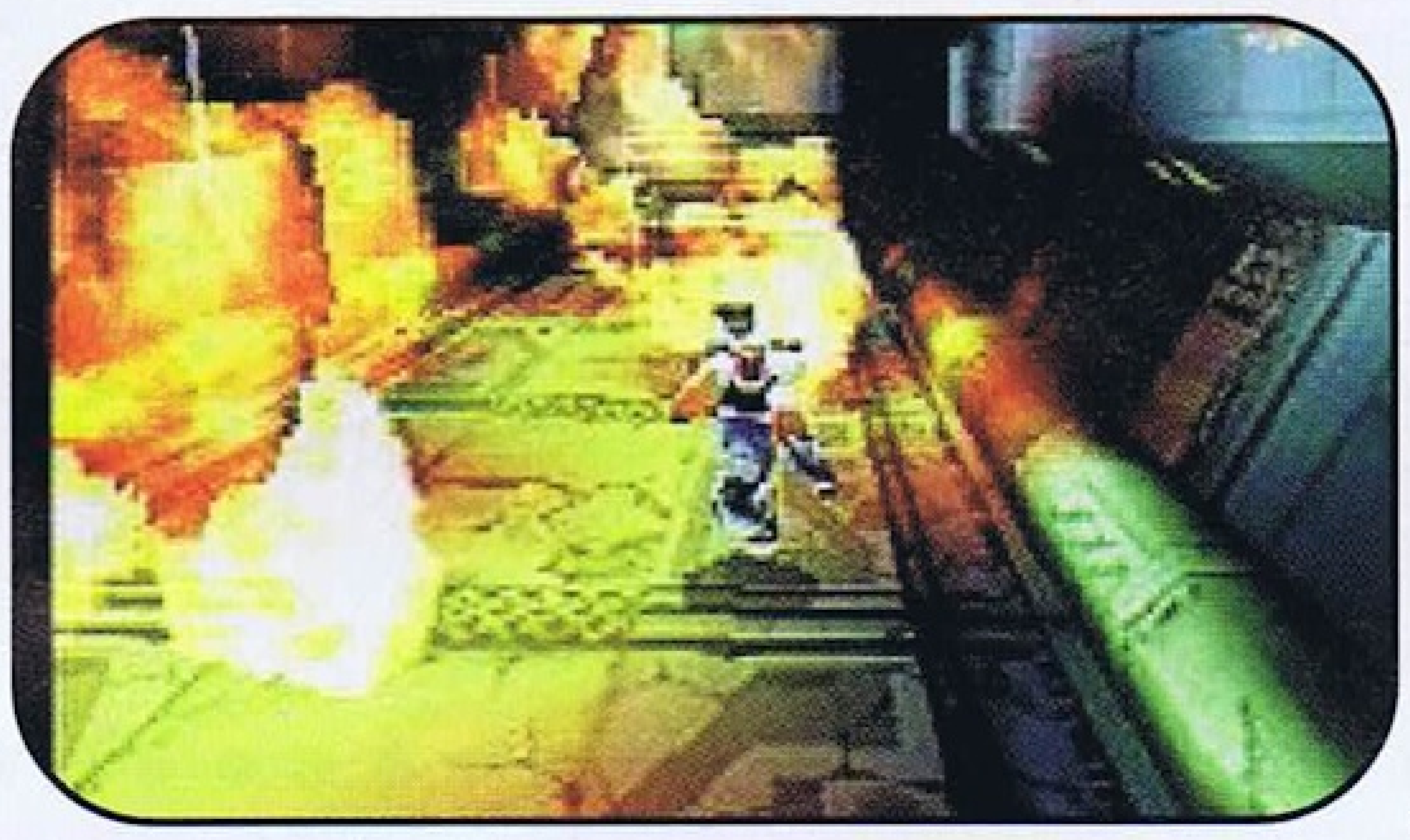


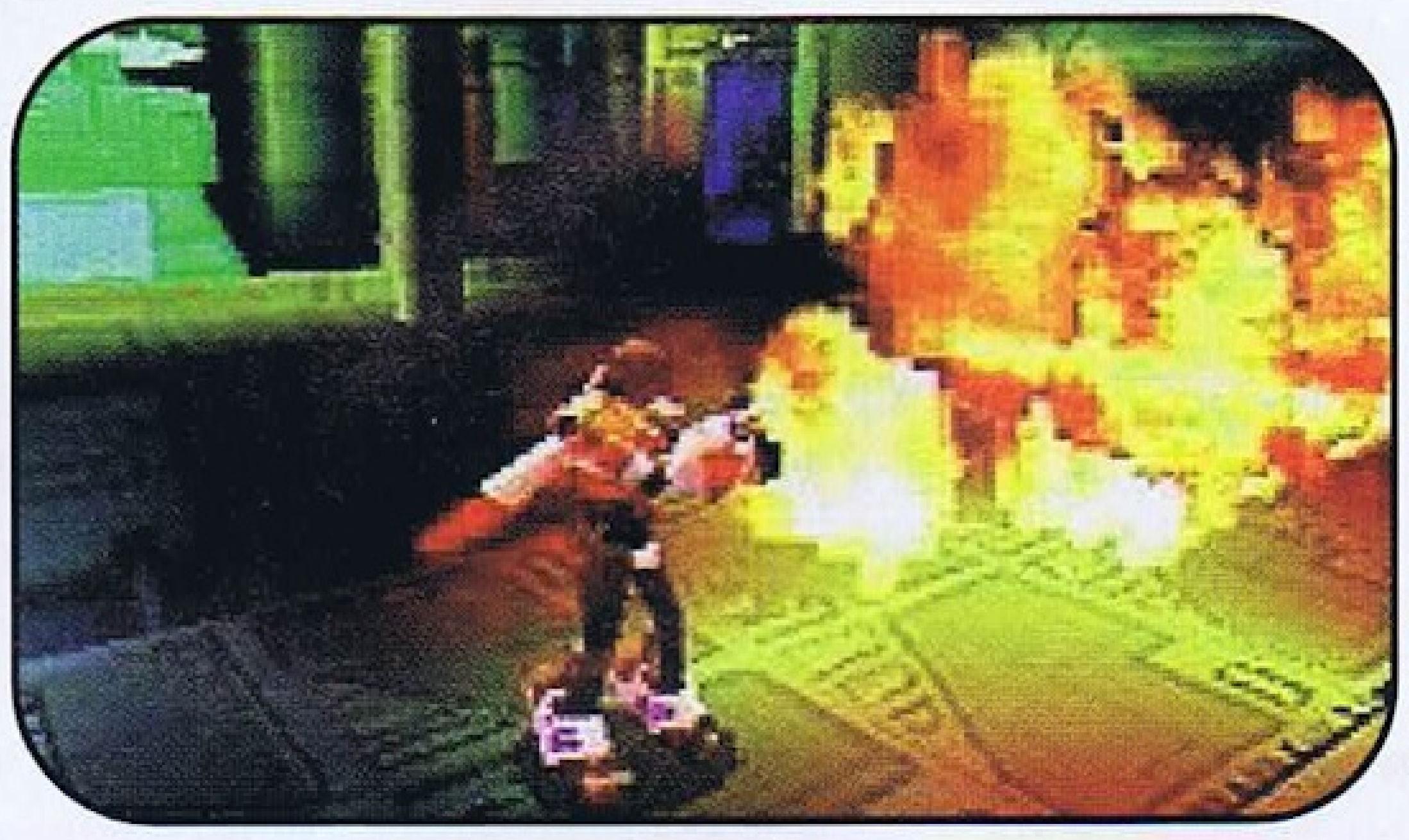






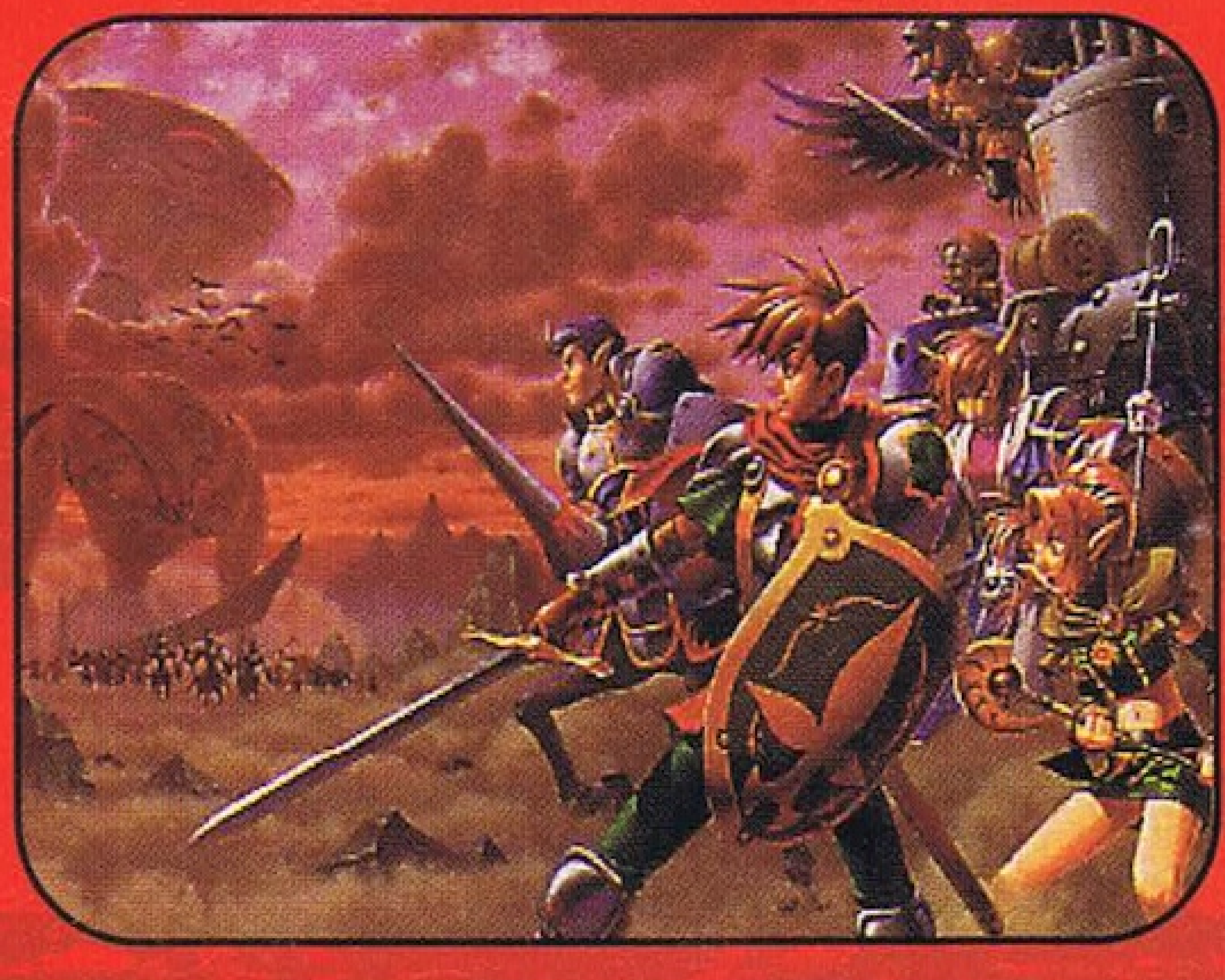






Japanese News

Containing all that's new and improved from the land of rising suns and RPGs.



The *Shining Force* series has been going now for so long that we've passed out of donkey years and are now entering a whole new time span… mule time. That's a clear indication of how long the *Shining Force* games have been with us – although there's only been a few of them on the various Sega formats. Now, though, we can look forward to a whole new era of *Shining* fun as Sega have recently announced in Japan that there's a new three installment series coming to the Saturn. *Shining Force 3* (part one) will be released around December, while the other two bits should make it for spring and summer respectively. Oh, and they won't be like *Shining the Holy Ark*, apparently.

Well here's a strange one. After a couple of years of being an average game on the PlayStation, *Zero Divide* is finally going to make it onto the Saturn. The developers, Zoom, promise a bit more than the old PSX game, though and the Saturn conversion (going by the name of *Zero Divide: Final Conflict*) should contain many new extras and levels missing from original. In the game you get to pick from a variety of robotic fighters (both animal and human in appearance) and you have to fight in a huge computer network. To be honest, I wouldn't expect too much from this game as the original ones weren't anything special. If we do hear of a European version, though, we'll be sure to let you know.

Refrain love?

Refrain Love: I want to see you • Riverhill Soft • November (Japan)

Now while this is neither a game that's likely to appear in this country (or one you would be able to play anyway, as it's all in Japanese) but it's such a brilliant idea that we just had to tell you more about it.

Refrain Love: I Want to See You (for that is its full name) is a dating simulation where you meet the girl of your dreams at the end of June and have until Christmas (about six months) to win her heart – as it's on Christmas Eve that she makes her decision. The developers see the game as more of an interactive TV drama, with influences coming from things like *Beverly Hills 20910* and *Melrose Place*… but we just think it's brilliant. Rubbish, but totally, totally brilliant.

Forthcoming Attractions

Many thanks to all the staff at Electronics Boutique for their help with compiling this list. It's by no means set in stone, but it will certainly give you an idea of what to expect.

October

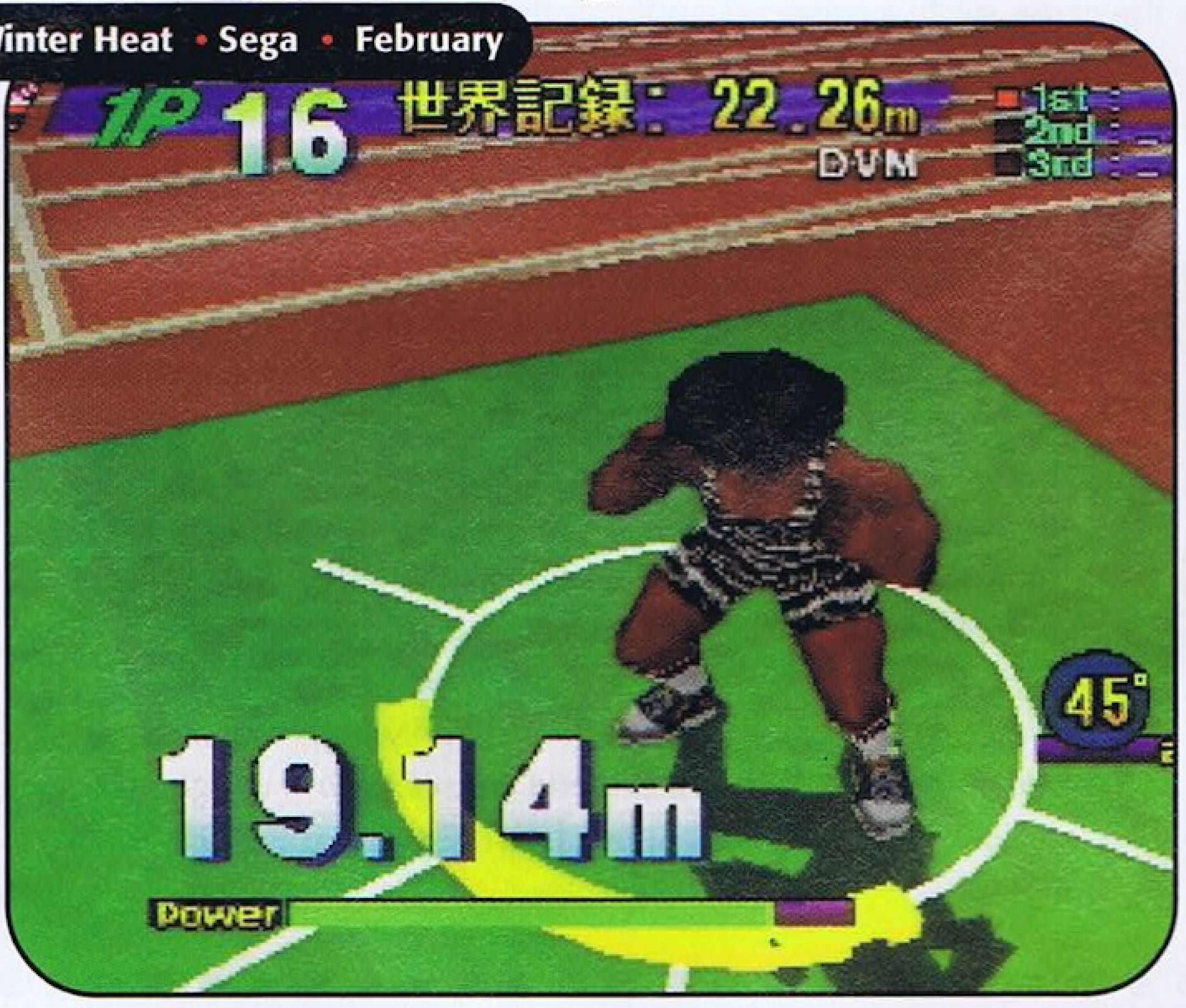
Reloaded
Atlantis
Duke Nukem
Formula Karts
Worldwide Soccer '98
Mortal Kombat Trilogy
Croc

November

Quake
Sonic R
Sega Touring Car
Enemy Zero
The Lost World

Athlete Kings updated!

Winter Heat • Sega • February

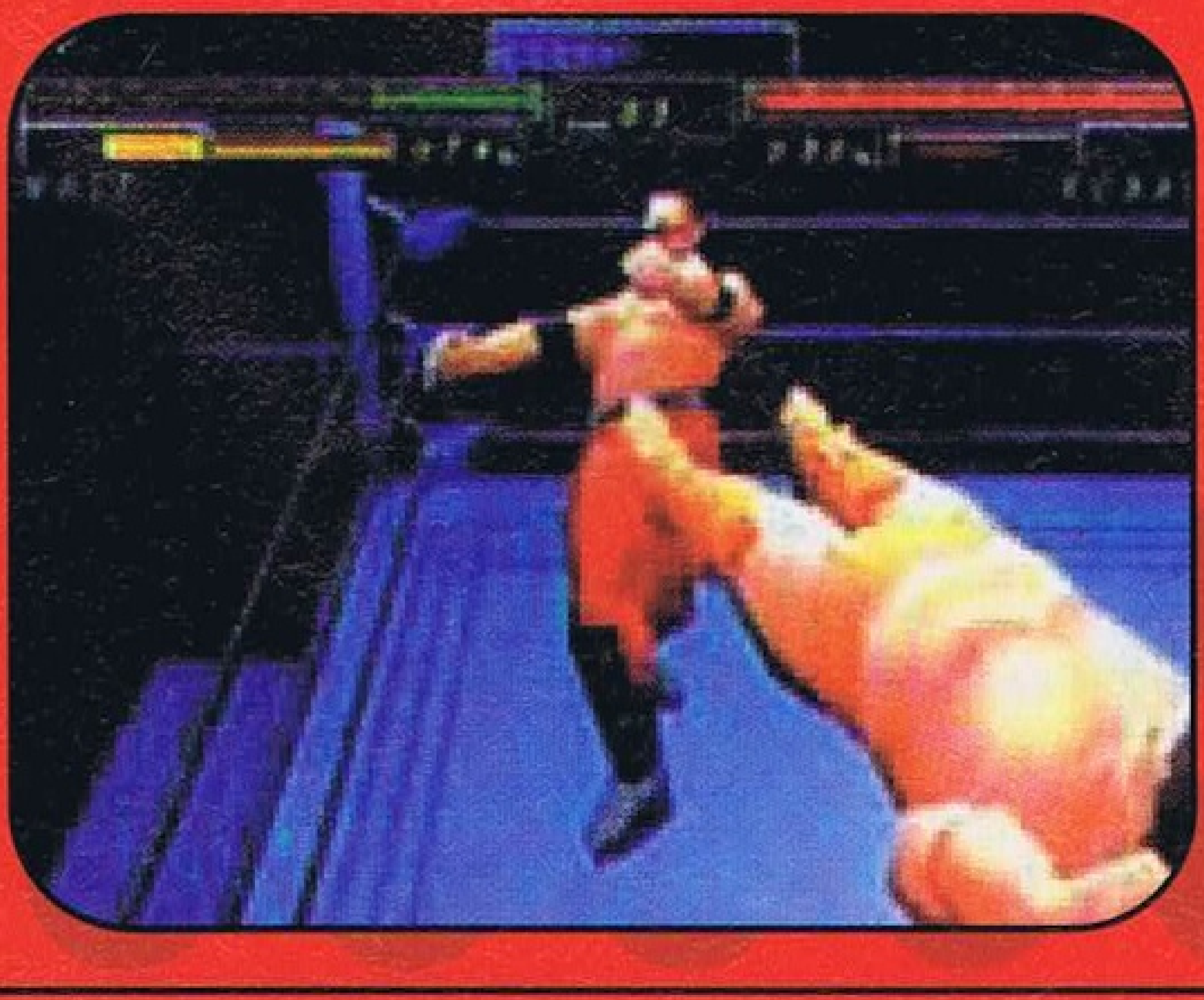


After the huge success of the very impressive Titan board-based athletics game, *Athlete Kings*, it must surely come as a pleasant surprise that Sega are well into development on a sequel – which should be released in just about enough time for the Winter Olympics.

Winter Heat will feature about the same amount of events as the summer games edition (10), probably, but almost certainly with a decidedly more 'wintery' theme. Expect games involving skates sometime around next February.

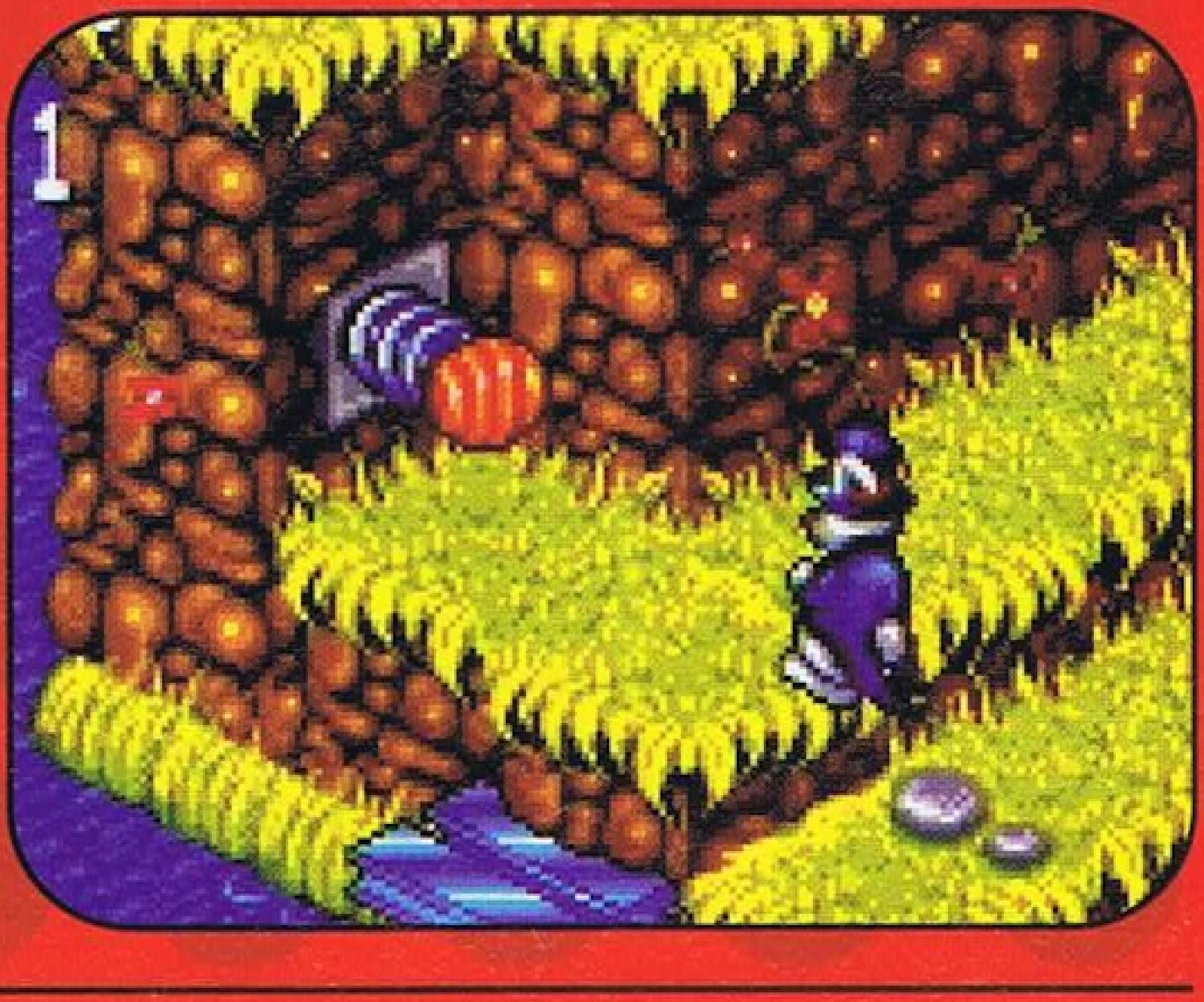
Athlete Kings has enjoyed excellent sales since its RRP was dropped to £19.99, twice grabbing a number one spot in the Gallup Saturn charts.

The eagerly-anticipated *Japan Pro Wrestling Featuring Virtua* is to be released now in Japan on October 18 and, like we revealed in a previous news story, will feature both Wolf and Jeffry from the *Virtua Fighter* games – hence the *Virtua* tag at the end of the game's name. The rest of the wrestlers will be made up from real Japanese professionals and, although I wouldn't expect to see a European release, it might well be worth checking out on import if you're a fan of the *WWF* or any of the previous Acclaim wrestling games.



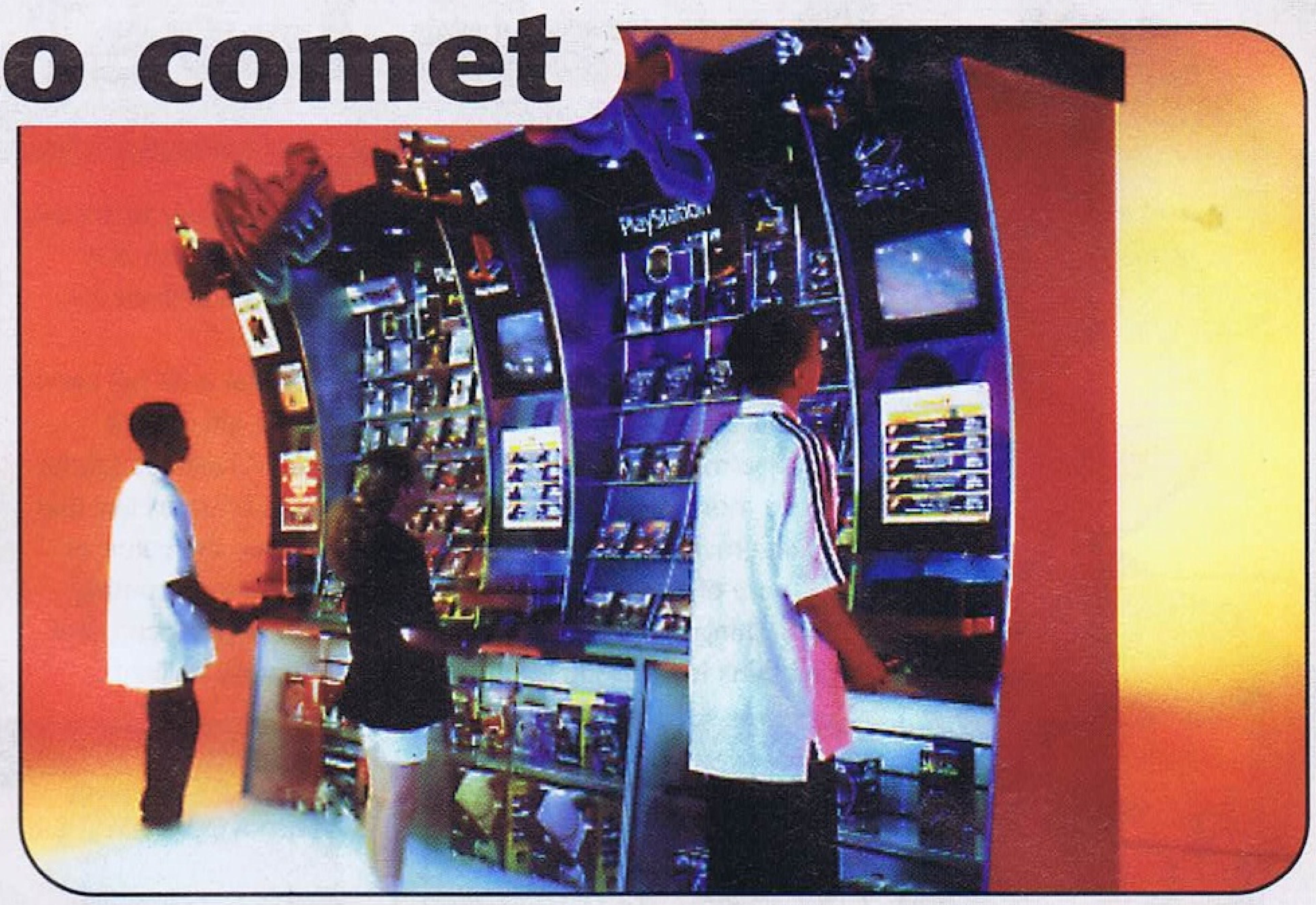
If you've been in this industry anywhere near as long as we have then you should be able to remember *Whizz* on the Mega Drive. It was released in Europe through *Titus* and was a rather good little isometric puzzle, platformery-type of game. The surprising news for us, though, is that a Saturn version of the game has just been released in Japan. As it's an almost perfect conversion of the Mega Drive one, it's hardly surprising that the press there have hardly been raving about it and, what's also completely unastounding, is the news that it's unlikely to make a European release.

Before you make comments regarding fellow isometric ex-Mega Drive release, *Sonic 3D*, remember: Sonic was in that one, wasn't he?



Bopp along to comet

The Game Zone • Comet • From now



As the run-up to Christmas starts its money-grabbing, ad-campaigning way into our collective subconsciousness, it's worth remembering that one shop at least will give you the opportunity to play any Saturn games before you hand over all those hard-earned pennies.

In over 200 Comet game stores you'll find the Game Zone, a stand containing a Saturn, a monitor and all the latest software… a 'try before you buy' scheme, if you like. Unlike the picture supplied, the environment should be more down to earth than the ethereal one these people are so blatantly unaware of as they play their games. Whatever you feel like buying, it should at the very least be a good way to waste the odd half-an-hour while your dad's arguing with a shop assistant about the advantages of NICAM videos.

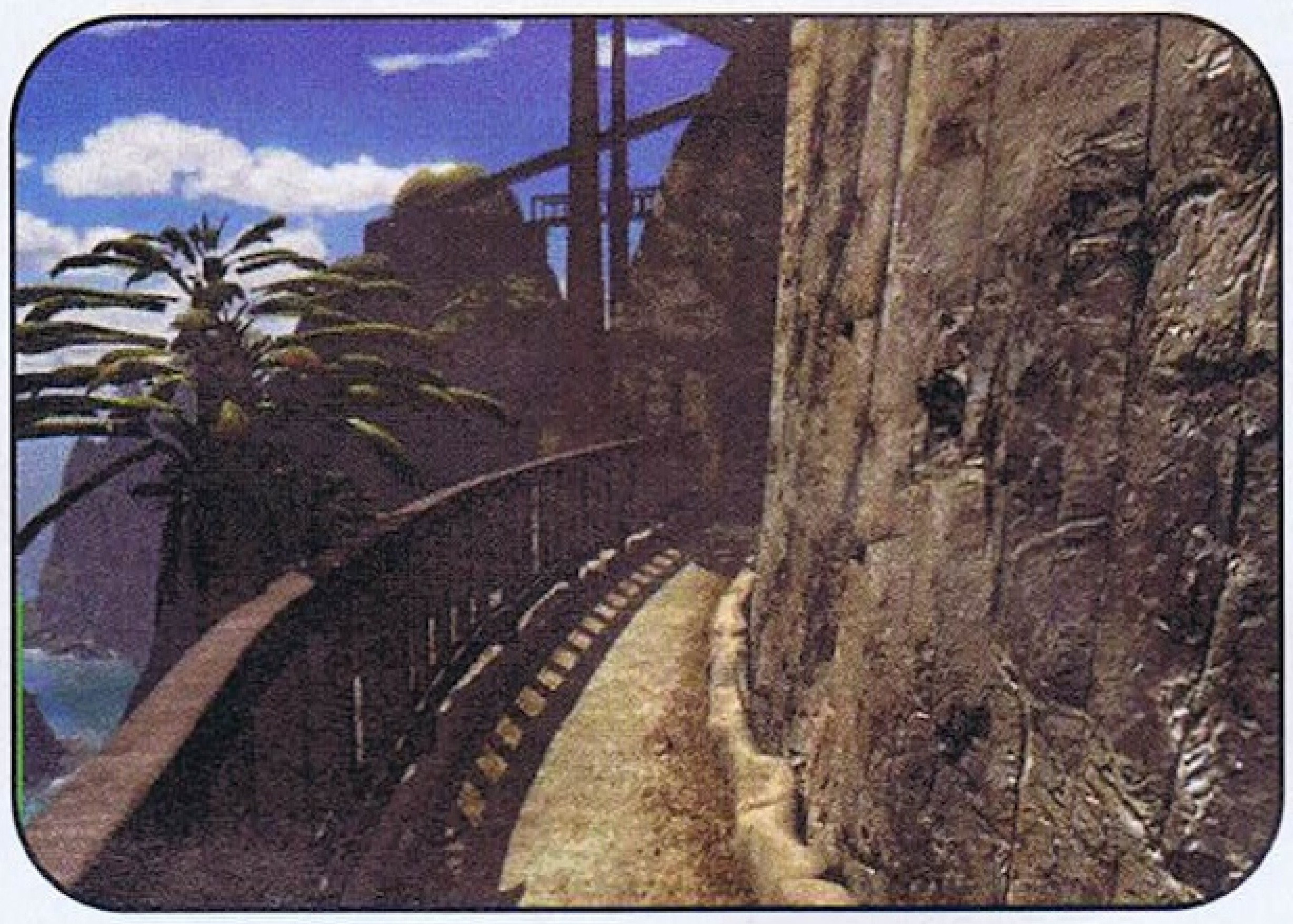
Contact your local Comet store for further details. If you're not sure where they are, try Yellow Pages.

Sega sign Myst sequel

Riven • Sega • January

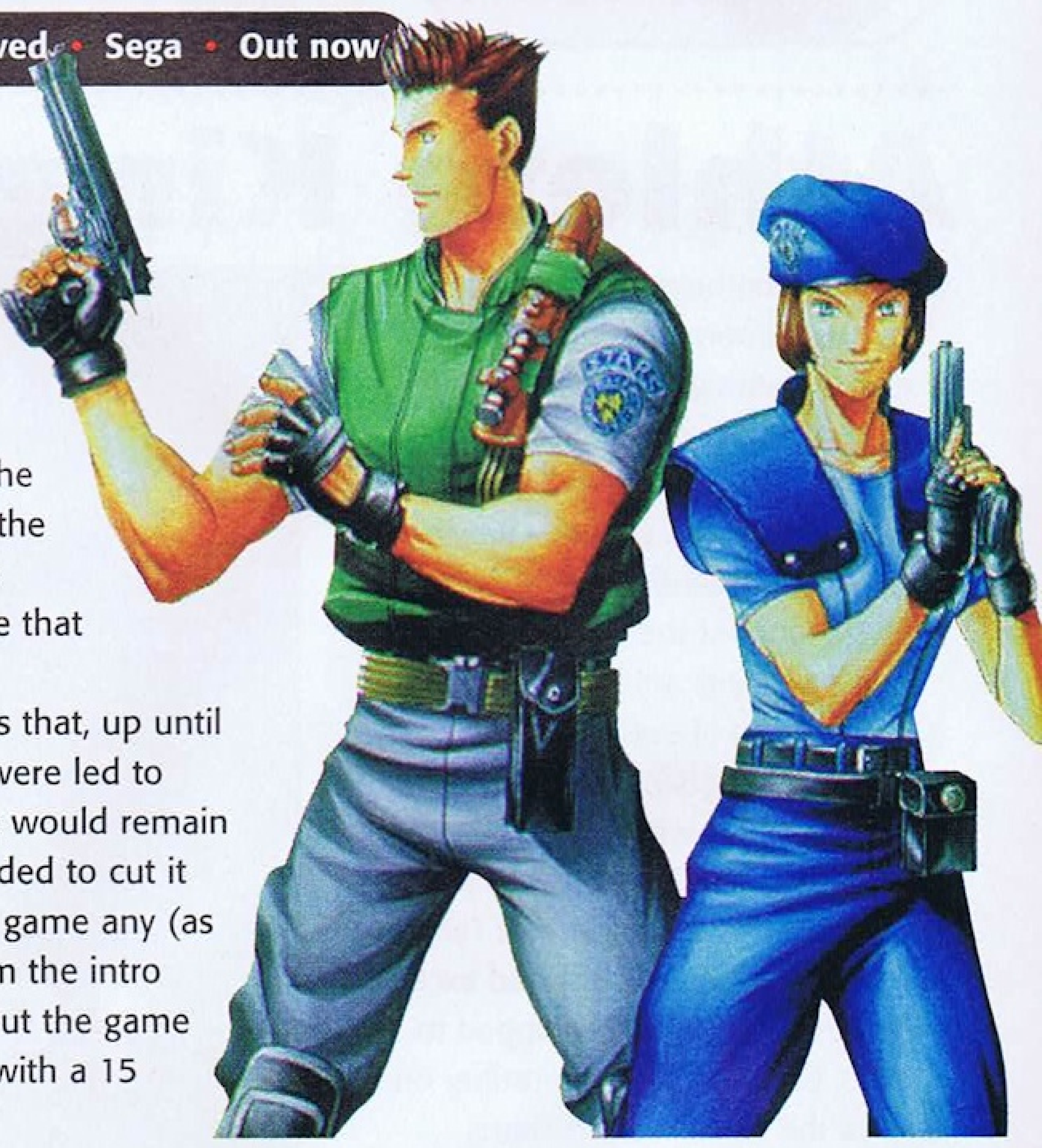
As we exclusively revealed way back in February of last year, the sequel to *Myst*, *Riven*, is being coded for the Saturn and now we can tell you that the distributor in Europe will be none other than Sega themselves.

The game follows a very similar format to the original game, with superb static graphic locations giving you the background to the game, while a cursor allows you to interact with objects and move. We've been told that *Riven* will contain far more interactivity than *Myst* (one of the game's downfalls) but seeing as *Myst* is supposedly the best-selling CD-Rom game of all time, the pedigree behind it is, at least, assured. Rival Cryo release *Atlantis* will be reviewed next month.



Resident Evil censored

Violent scenes removed • Sega • Out now



Despite the fact that we were led to believe something to the contrary (as were Sega Europe as we found out), the European version of *Resident Evil* HAS had the extra sections found in the Japanese version of the game cut out of the one that we'll play.

Sega Europe told us that, up until the last moment, they were led to believe that all the gore would remain but Capcom Japan decided to cut it out. It doesn't spoil the game any (as the scenes are only from the intro or the odd cut scene) but the game has still been released with a 15 certificate.

American News

News from the far side of the pond, home of a mightily pissed Joe Montana…

RESULTS
17th
GAME OVER
TOTAL TIME
BEST LAP

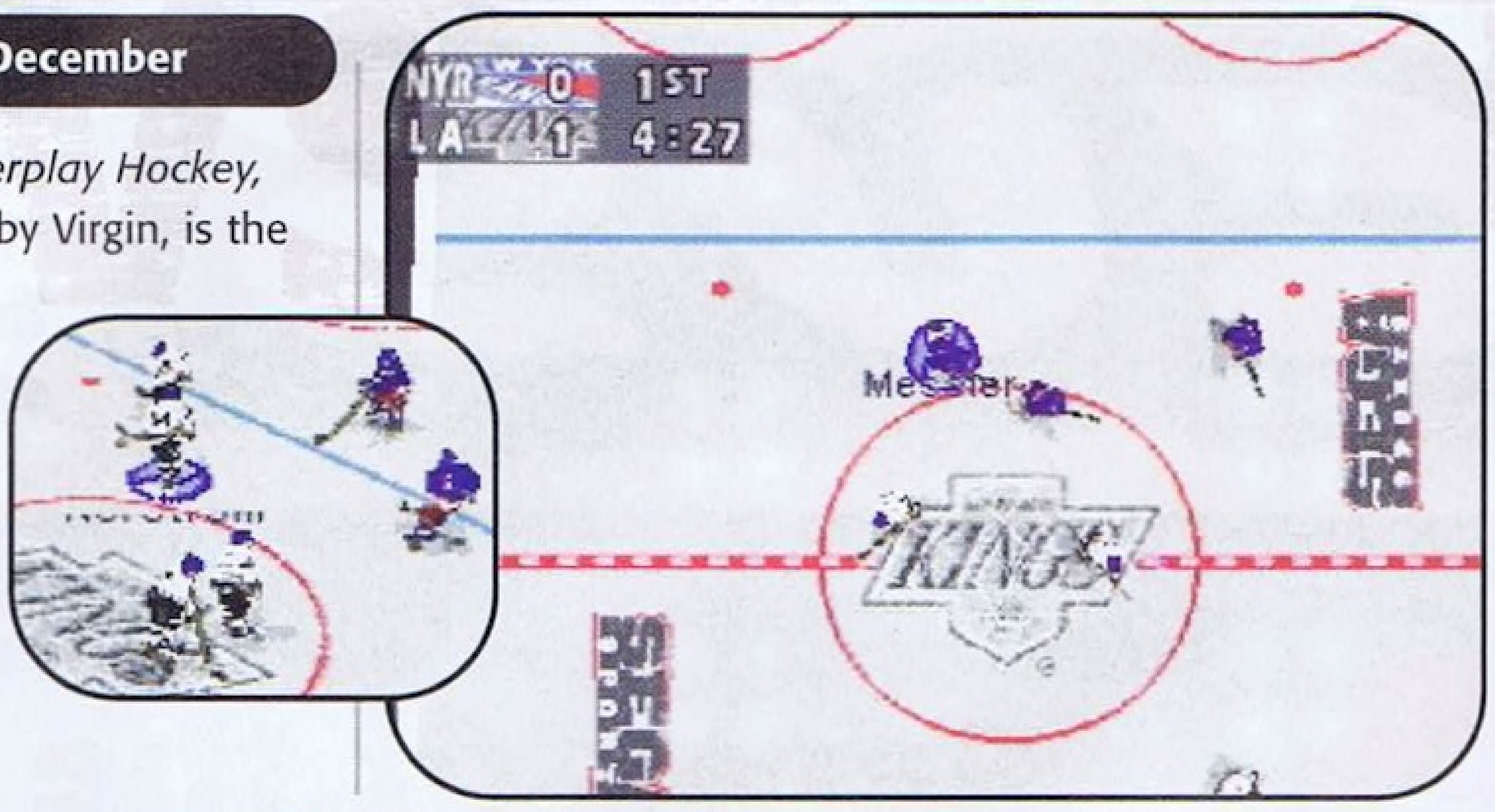
The hottest piece of gossip (and it is just that at the moment) on the other side of the pond this month concerns the possibility of an arcade sequel to *Daytona*. Using the Model 3 board, *Daytona USA 2* is, apparently, currently in development in Japan and should be released in the middle of 1998. A videotape of the game running has allegedly been shown to high up members of Sega Japan and the detail is supposed to be amazing – even to the point where you can see the driver's face through the window. Now while we want to stress again that this is just a rumour, it's not a bad one, is it?

If one's to believe the rumours still flying around the Internet like crows on speed, it would seem that the American-designed 'Black Belt' system (using the 3Dfx chipset) has lost out the battle to the Japanese-designed 'Dural' one (with the PowerVR chips as standard) as the chosen architecture for Sega's next machine. Sega are still denying all existence of any new system, with the only comment they'll give being the well-worn 'being the company that we are we're bound to be looking into future

Radical rework for NHL Hockey

NHL Hockey '98 • Sega • December

It's a well-known fact that *Powerplay Hockey,* coded by Radical and released by Virgin, is the finest ice hockey game available for the Saturn – by far, we reckon. So, rather than leave the update conversion to a bunch of monkeys, Sega have wisely decided to give the job of producing the 1998 version of their *NHL Hockey* series to Radical themselves.



There isn't (unfortunately) a full list of improvements available at the moment but we do know that the game will feature all new statistics (obviously), improved graphics and all-new camera angles.

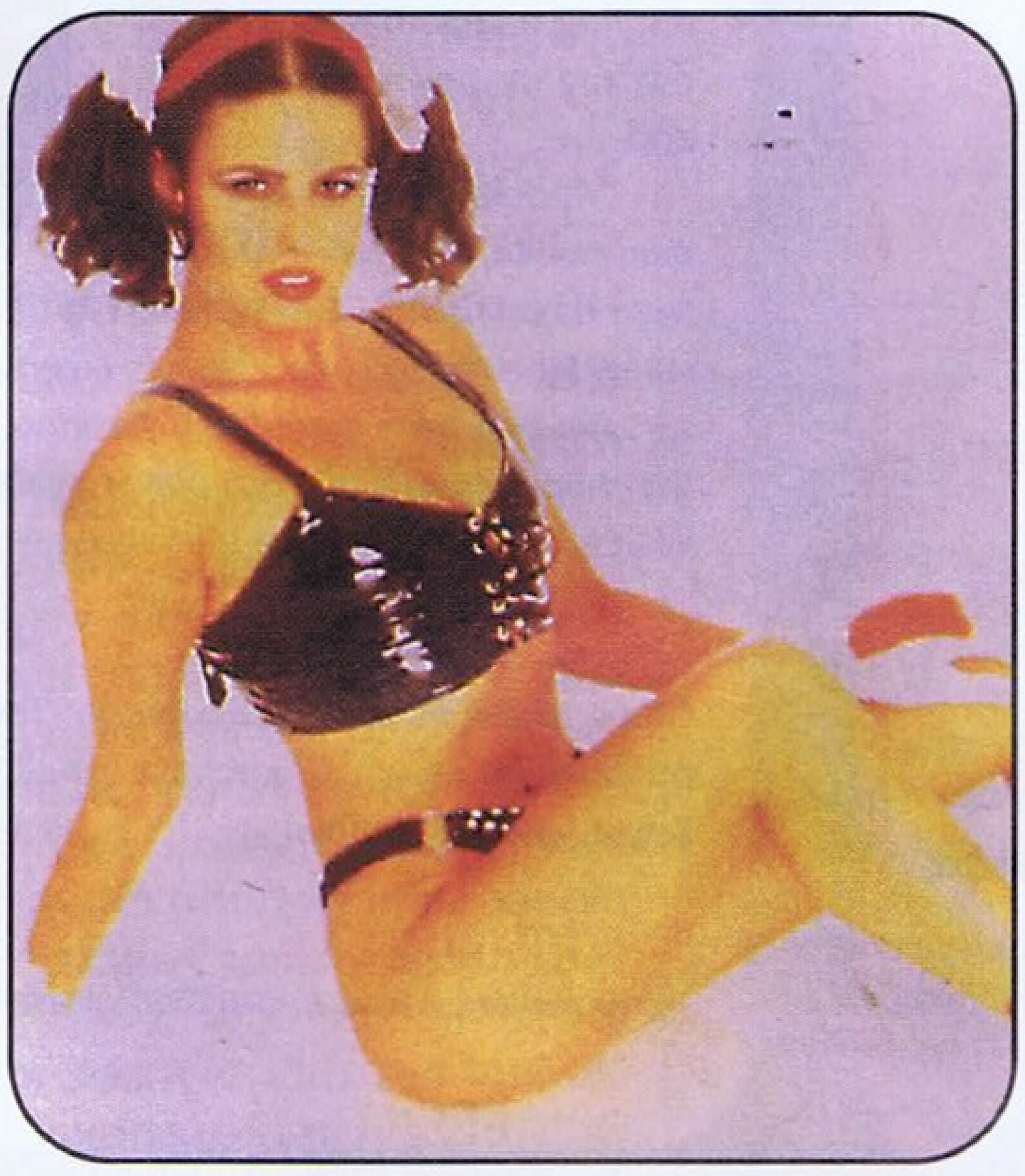
Sega in half-naked shocker!

New Sega promotion • Daily Star • From now

While we wouldn't usually give even the smallest amount of space to the puerile pap that passes in this country as a tabloid newspaper, the slight fact that Sega have decided to do a unique promotion with one of the worst of them means that we have to. Sorry.

Sega claim that their 'Virtual Babes' (I know, but it wasn't our idea) campaign is the biggest games promotion ever run by a national newspaper and the general gist of the whole thing seems to be that the *Daily Star* will be giving away over eight million game cards featuring one of eight characters from the various Saturn games – like Honey here from *Fighting Vipers.*

The promotion runs for four weeks from September 8 and the whole idea is to match 'damage' scores printed on the cards with numbers printed in the paper to win cash prizes. Editorial will be accompanied by page three models posing as Sega characters. No, really.

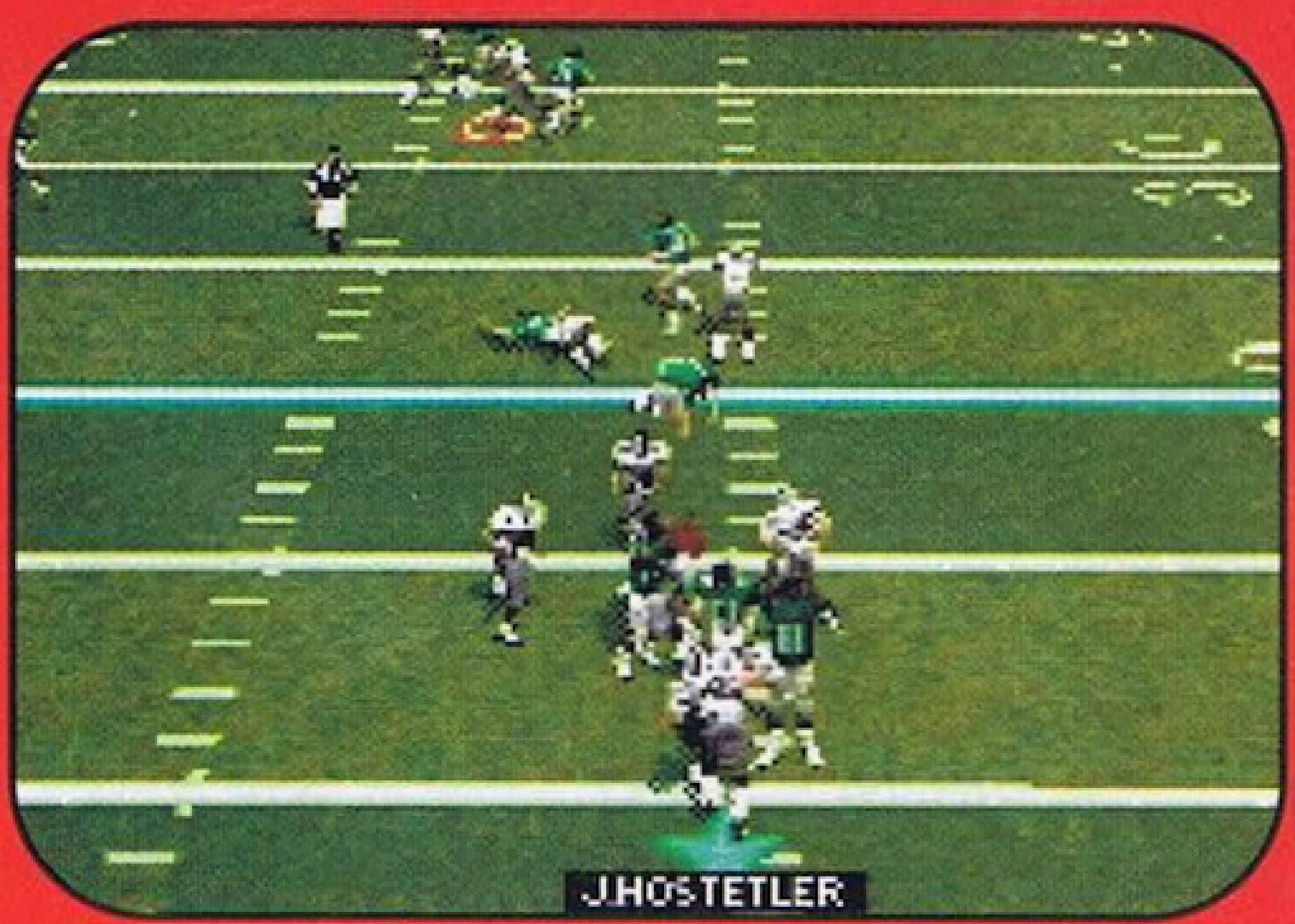


20 Questions

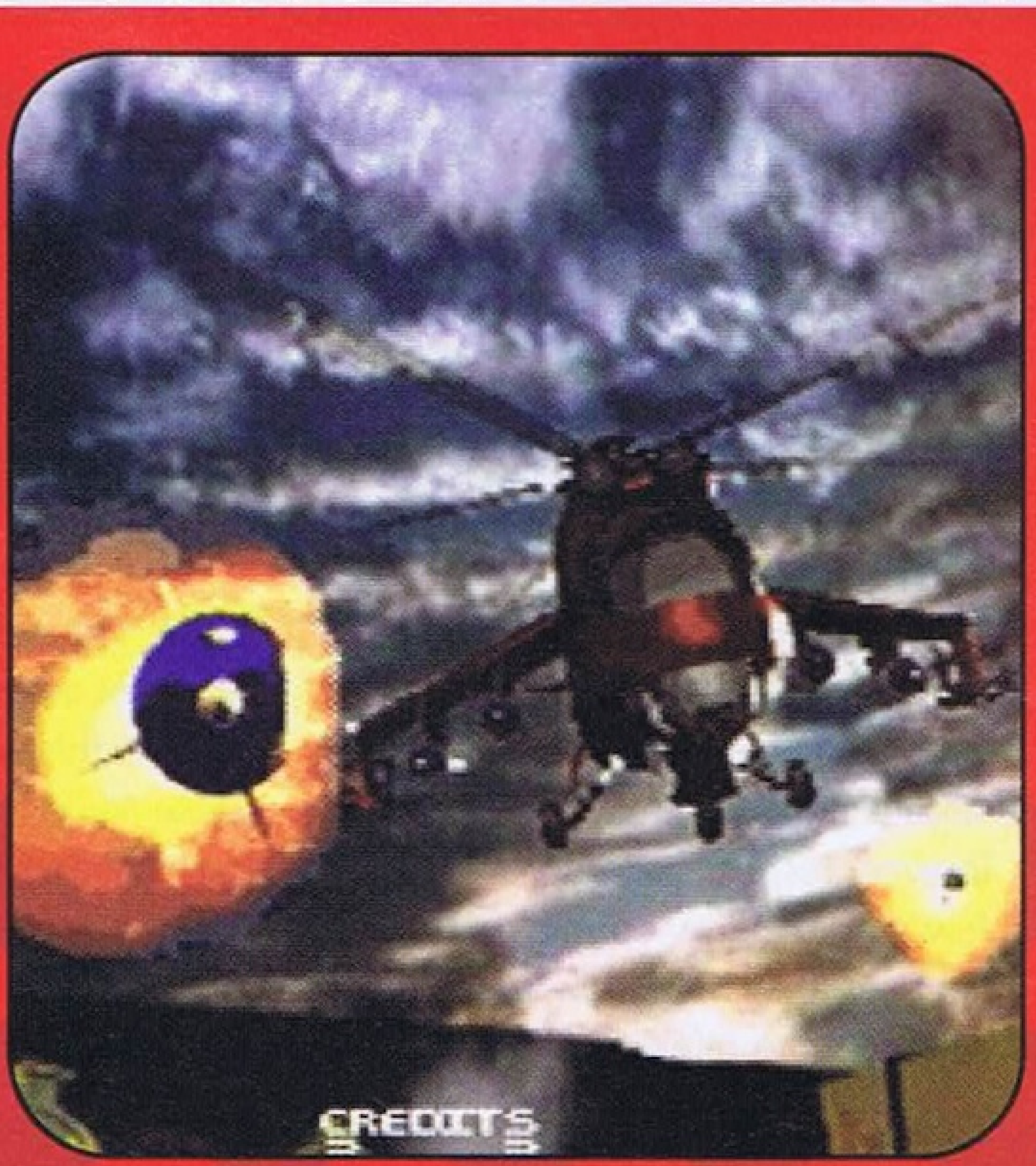
Still willing to stand up like a swat and prove you're the cleverest person in the entire world? In the Mastermind arena of Saturn gaming, only one person can survive. Could it be you?

1) What is the name of the head of the Sonic Team?
2) Name the two arcade driving games by Jaleco.
3) What rating will *Duke Nukem 3D* have?
4) How plush are our new offices?
5) Who is the boss of Working Designs?
6) Who's writing the bizarre *Silhouette Mirage*?
7) Which *Marvel Super Heroes* character is sort-of based on a Werewolf?
8) Give me the name of Gremlin's *Hardcore 4x4* update?
9) And, for that matter, could you tell me if *Reloaded* will ever be released?
10) Name two other games (apart from *Croc*) that Fox Interactive are planning for the Saturn.
11) What's the name of Sega's follow-up to *Athlete Kings*?
12) Who's widely tipped to release the Saturn version of the Model 2 board beat-'em-up *Dead or Alive* in Europe?
13) What type of game is *Steep Slope Sliders*?
14) What game is *Riven* the sequel to?
15) How many Saturn titles will be shown at the Tokyo Game Show?
16) What top driving game is rumoured to have a sequel in development?
17) How many CDs is it believed that *Panzer Dragoon Saga* will be released over?
18) *Shining Force 3*… true or false?
19) What top-selling game are Konami of Japan converting to the Saturn?
20) Which *Rocky Horror Picture Show* star appears in Interplay's *Frankenstein*?

development'. Believe what you like, we think that development has been going on for some time as we know of companies that have been approached to develop for a new Sega machine.



Although it just missed out on a preview for this issue, *Madden '98* has just been released in America for the Saturn. Featuring all the usual large men in protective clothing, the game contains new features such as better artificial intelligence, faster graphics (with all new characters) and, according to this press release I have here, 'deeper' gameplay – with features such as extra tips from Madden, touch passing 30 authentic stadiums and a new iso-cam that sounds impressive and actually means that you can control any player at any time.



Due out any second in the States (and sure to be reviewed in our Sega World section very shortly) is the follow-up to the average Midway gun game, *Area 51. Maximum Force* is the groin-thrusting, all-American named shoot-'em-up that, on first appearances, seems to be very much more of the same. Converted once again by the angels at Perfect Entertainment, the action now veers away from the alien side of things to 'ver streets', where your job is to rid them of drug lords. More power to the people, we say. There's no firm news on a European release at present.

Focus

Not maps but charts. Not "what's knew" but "what's new". All the stuff the "industry" looks at first is here, so sneak a look…

The Charts

1	**Sonic Jam** 92% • Top 100: 17	Sega	(NE)
2	**Athlete Kings** 87% • Top 100: 41	Sega	(▲)
3	**Tomb Raider** 95% • Top 100: 4	Core	(RE)
4	**Alien Trilogy** 83% • Top 100: 33	Acclaim	(▼)
5	**Virtua Cop 2** 92% • Top 100: 11	Sega	(RE)
6	**NiGHTS** 92% • Top 100: 5	Sega	(RE)
7	**Die Hard Trilogy** 91% • Top 100: 12	EA	(RE)
8	**Sega Rally** 97% • Top 100: 1	Sega	(▼)
9	**Soviet Strike** 87% • Top 100: 26	EA	(▲)
10	**Bomberman SS** 91% • Top 100: 20	Sega	(RE)

As always, in exchange for these charts, our special love parcels go out to Dorian Bloch at…

ChartTrack

Game of the month

Resident Evil • Sega/Capcom • 94%

Uncensored, uncompromising, unbeatable. The Saturn is a format cursed by piss-poor conversions; idle ports from PC and PlayStation originals have done little for the Sega cause. *Resident Evil* is a glorious exception. Delays aside, Capcom's foray into an under-subscribed genre has resulted in arguably the best adventure ever released. With *Tomb Raider* the obvious exception, there's nothing that comes close to rivalling its depth, atmosphere and size.

Appearing in stores nationwide, *Resident Evil* differs from its original PSX incarnation in that its rendered locations are sharper, a new monster stalks Jill and Chris, and there's a curious addition known as Battle Mode. This option pops up after you have completed *Resident Evil* as either character. Set in various locations from the main game, it pits the player against a sequential series of increasingly fierce creatures. With a limited allocation of weaponry and ammunition, it's a tense, engrossing subgame.

To Summarise…

Game of the month? Undoubtedly. The best adventure game on the Saturn? Quite possibly. An essential purchase for all owners of Sega's 32-bit machine? Unquestionably. Buy it, and buy it now.

Buy it if you like…

Tomb Raider, *Alone in the Dark*, Hammer Horror, zombies.

Most Wanted

Croc

EA • Autumn

A total-freedom 3D adventure game that's shaping up to be something very special indeed. We've seen an early version of the game and it could well be one of the surprise hits of the year. Let's hope it lives up to its early promise.

Quake

Sega • November

Initial impressions show that Lobotomy's conversion of id's *Doom* sequel should match the PC version in every respect and improve it in a few places. Better control and extra light-sourcing means we're looking at one of the releases of the year.

Duke Nukem 3D

Sega • October

Some of the best news for Saturn owners this year is that the brilliant *Duke Nukem 3D* is coming out, it's being coded by the grossly-talented Lobotomy team (*Exhumed* Remember?) and the PSX version is miles away… if ever. Hoo-bloody-rah!

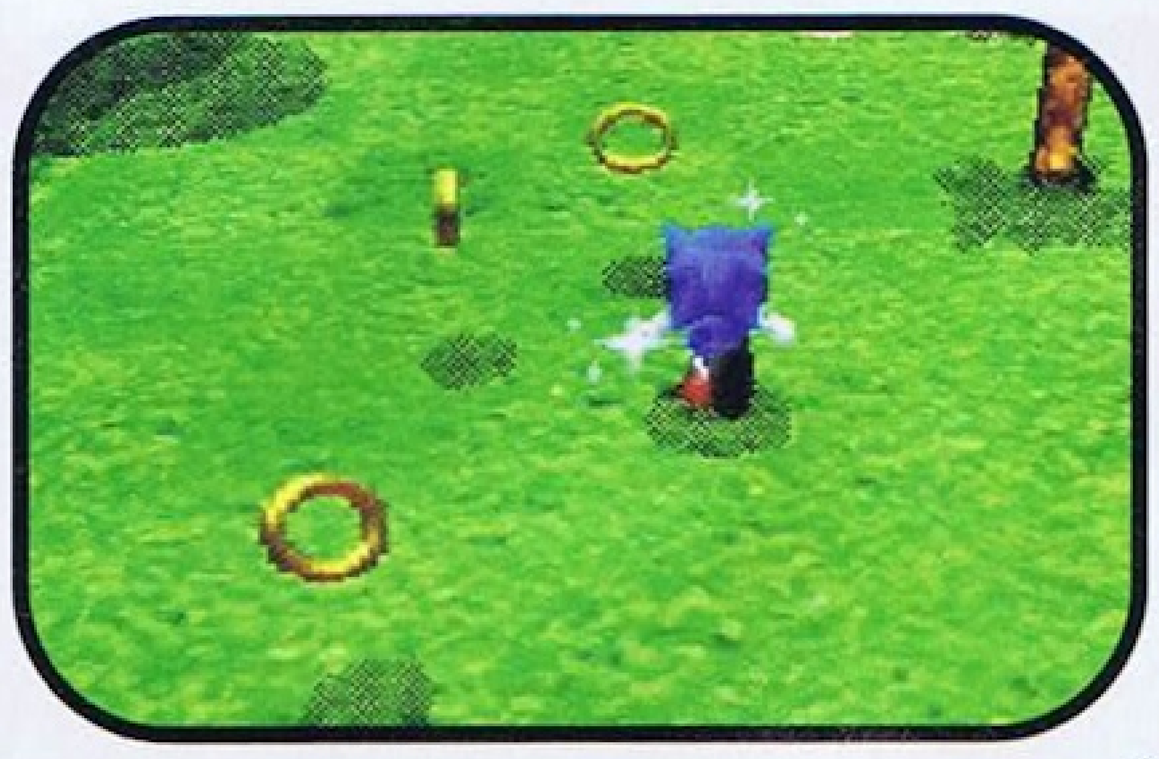
Enemy Zero

Sega • November

Pre-rendered adventures are the equivalent of made-for-TV 'true life' dramas; a banal brand of shite. Warp's *Enemy Zero* is set to be an exception. With both real-time action and rendered sequences, it's a game we're all keen play.

The best of the rest…

Every month there's a new selection of the good, the bad and the ugly of the software world to contend with, but if you're looking for something fairly fresh to buy, here's what we recommend from the packaged comestibles still inside their sell-by date.

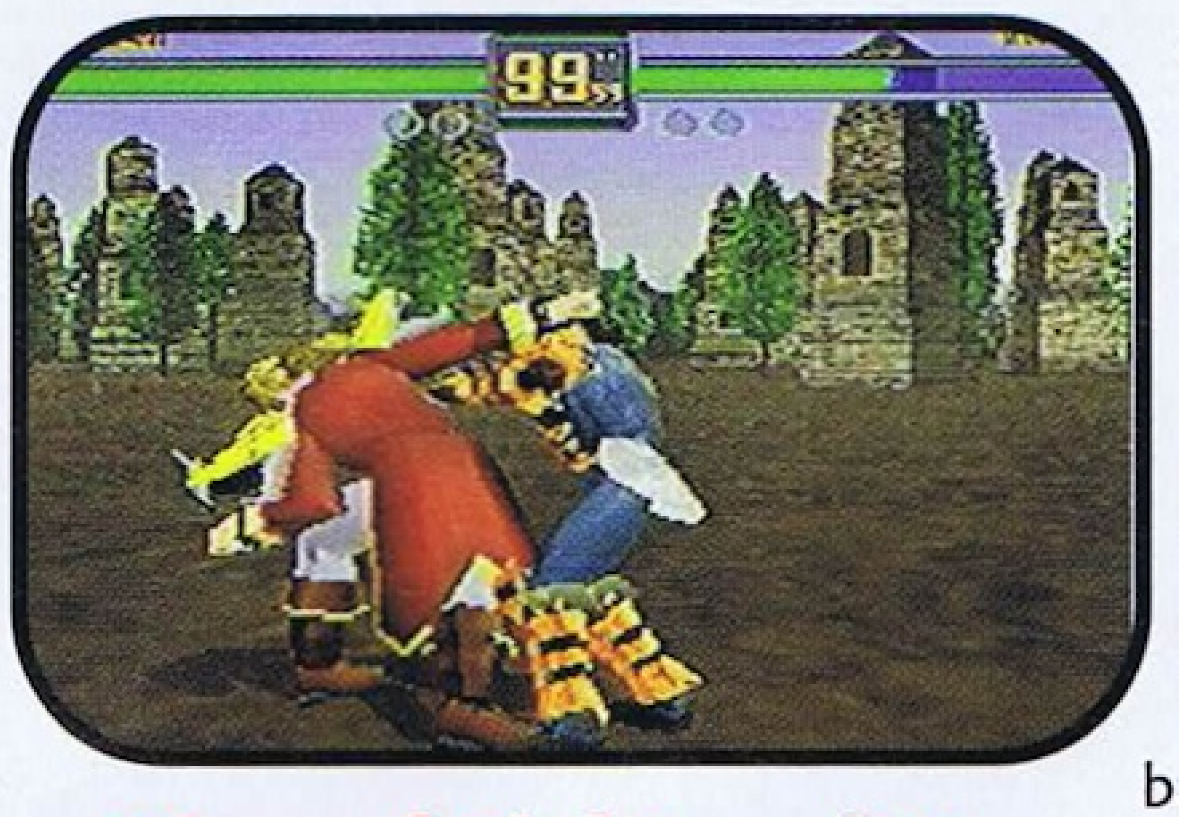


Sonic Jam

Fast animals, loop-the-loops, platforms, flying foxes. Ahh, the delights of the Mega Drive and, specifically, Sonic.

How we love the flea-free mite, his cheeky propensity for 'cool' thumbs-aloft poses and his innate hatred of fat blokes with big, floppy moustaches.

He's fast, he's smart and, what's more, he's once more pacing fondly-remembered ground in *Sonic Jam*, a collection of his Mega Drive adventures ported to Saturn. Quite possibly the best retro compilation ever seen.



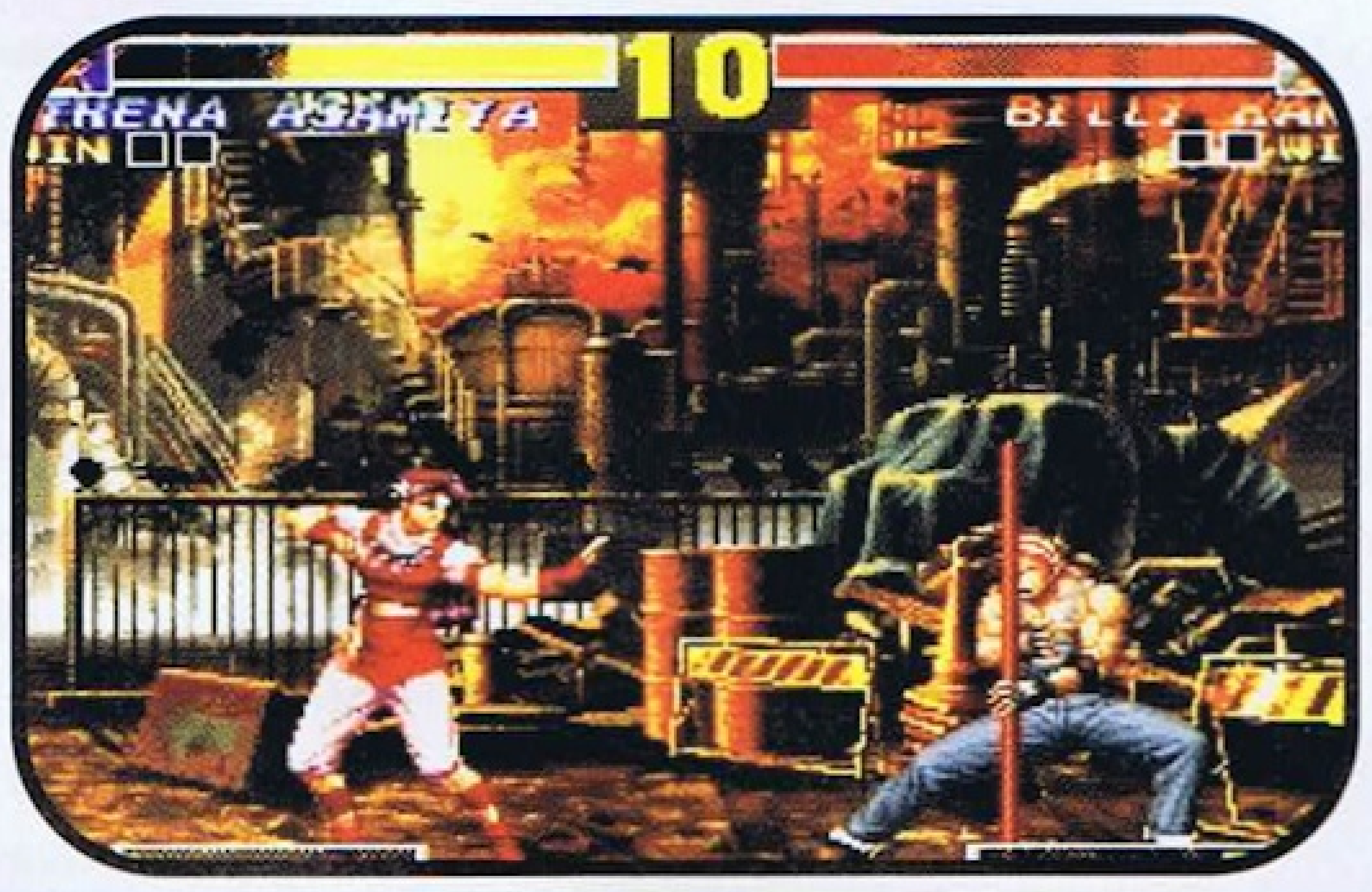
King of Fighters '95

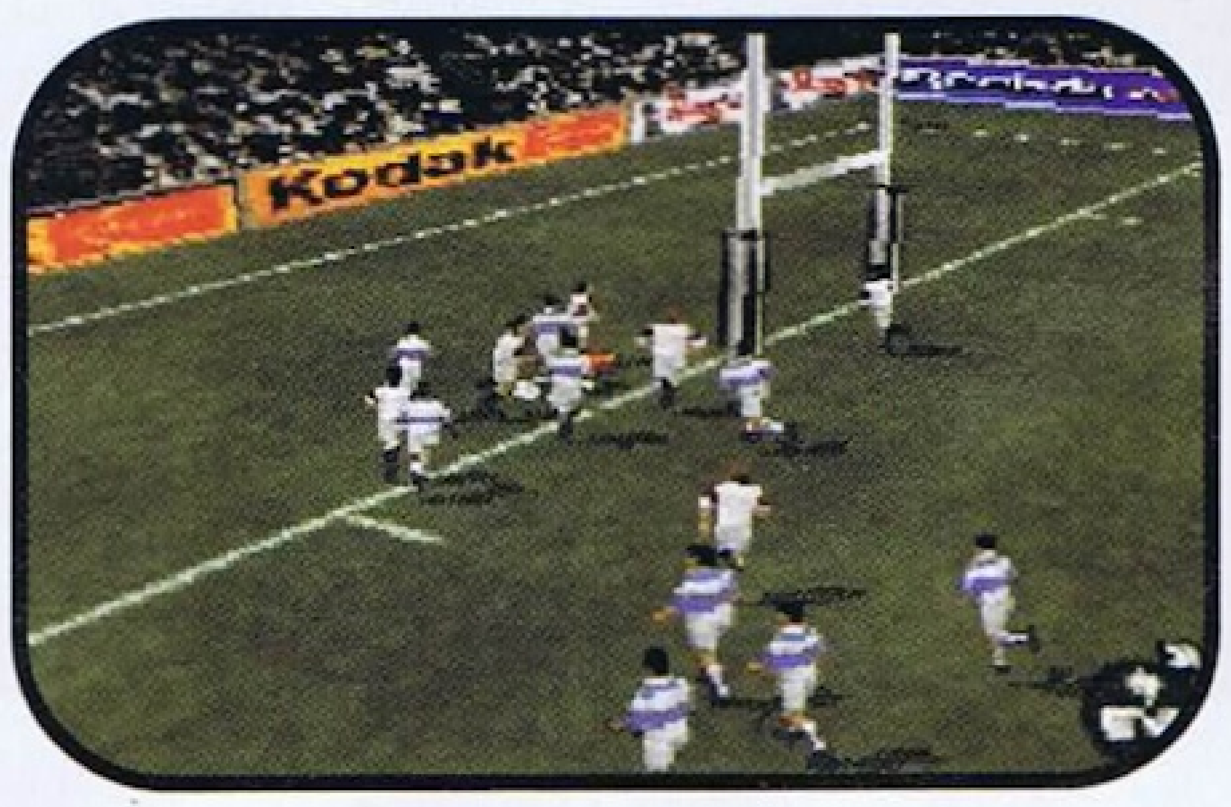
Poor cousin to *Street Fighter* or high-class rough and tumble? The choice, as per, is yours. Bundled with ROM cart packed to the gills with trickery dedicated to fancy backdrops, *KOF '95* is SNK's variation on a theme Capcom may not have invented, but certainly perfected. Available for a bargain £39 – a real bonus, considering the presence of add-on hardware in the bundle – it's a game 2D beat-'em-up fans are advised to try. Go on…

Fighters MegaMix

Nice as *King of Fighters* may be, *Fighters MegaMix* is, without question, the best beat-'em-up on the Saturn and arguably the finest of its genre found outside the arcades.

With an eclectic array of characters, an enormous amount of moves, secrets galore, numerous different ways to play… why, it's a must-buy and nothing but. Fusing *Fighting Vipers* and *VF2* sounds a strange idea – you'd imagine the playability of both to be compromised – but AM2, bless 'em, have done wonders.

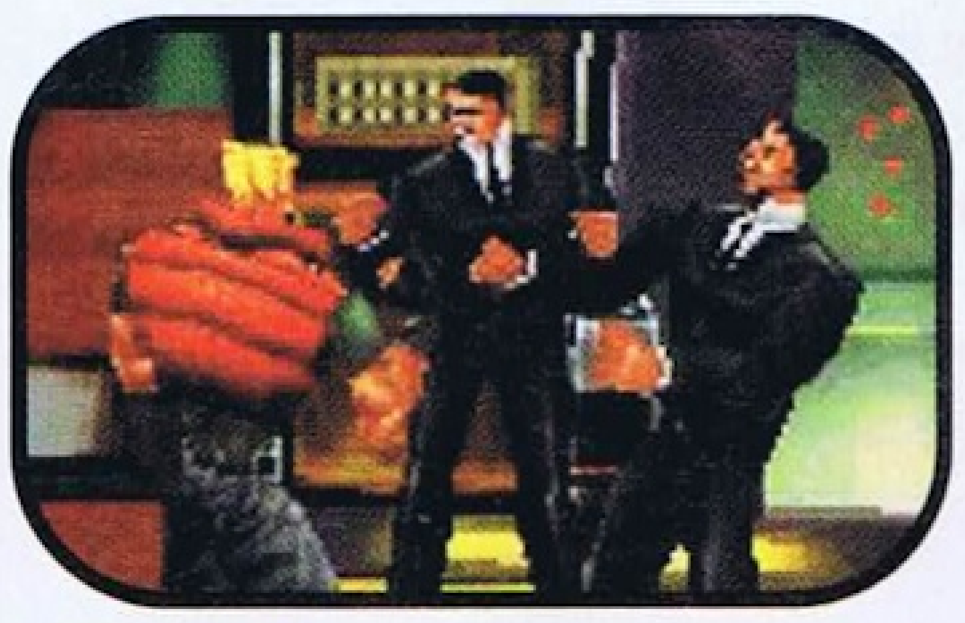




Jonah Lomu Rugby

Cursed with slowdown and a host of minor flaws, *Jonah Lomu Rugby* is a perhaps workmanlike conversion. Fortunately, its gameplay remains, by and large, enjoyable. When you consider how many years it has taken developers to get to grips with football games, it's understandable that we have a few years to wait before we get the quintessential rugby game.

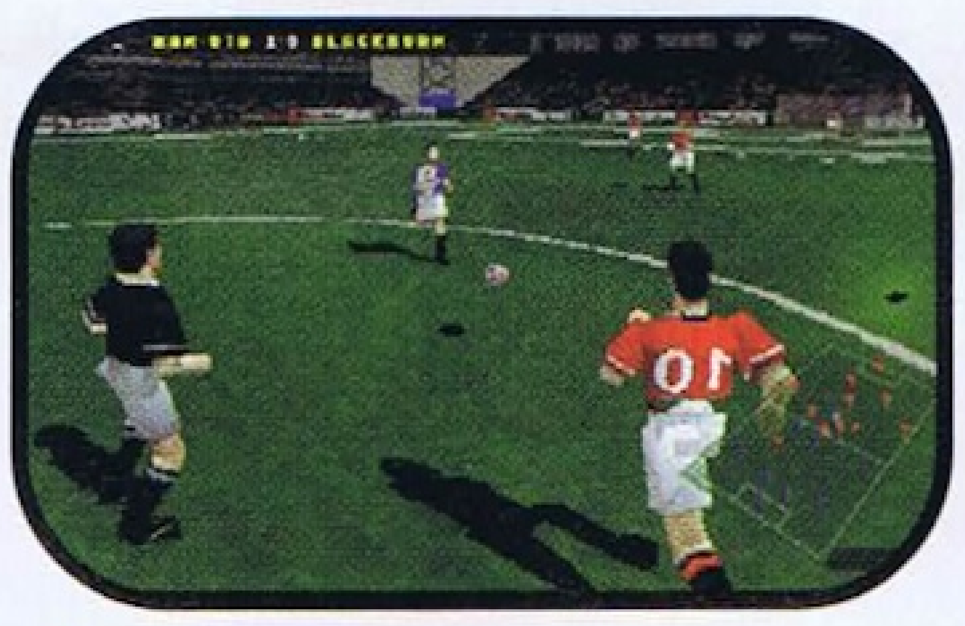
But, in the meantime, *Jonah Lomu Rugby* will do. Hopefully, the almost-inevitable '98 update will maintain a set speed…



Fighting Force

Core/Eidos • August

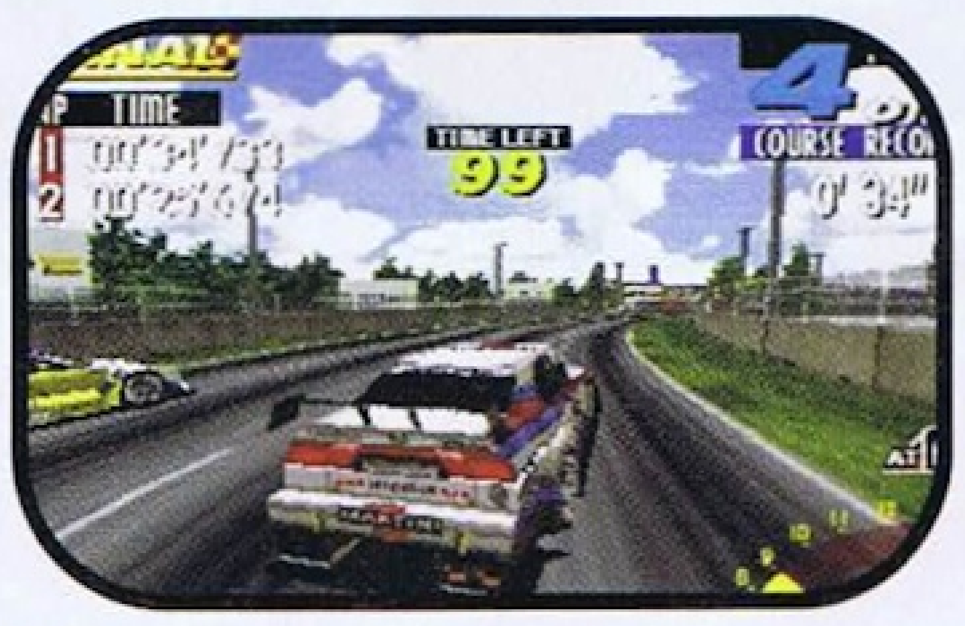
Still in development (but improving by the minute) *Fighting Force* is one of the most eagerly-awaited games of this summer. It's even going to sport rather nifty two-player modes – either co-operative rucking or one-on-one Arena fights. Top.



Actua Soccer 2

Gremlin • December

So *Actua Soccer Club Edition* and *Euro '96* are crap on the Saturn, which doesn't bode well. However, this follow-up uses a whole new graphic engine; a fancy-dan collection of polygons shaped like footballers. We can't wait.



Sega Touring Car

Sega • October

After over a year and a half, it finally seems like Sega have got a driving game that can beat the mighty *Sega Rally*. All of the best points of the arcade original and so much more besides – we're really tipping this one for success.

In the shops now

Area 51
GT Interactive • 74%
Nothing special, but take a look if you liked *Virtua Cop 2*… even if it should be a careful one.

Battle Stations
Electronic Arts • 26%
A weedy sad little attempt at a game. The basic idea is *juuuusst* about okay, but it is very basic.

Black Dawn
Virgin • 84%
An interesting alternative to *Thunderhawk 2*, but still an inferior game.

Independence Day
Electronic Arts • 60%
A fair flying game, but an ultimately boring challenge… a bit like the film, then?

Mass Destruction
Sega • 71%
A close cousin to *Return Fire*, and sadly missing a two-player option.

Mech Warrior 2
Activision • 79%
An improvement over *Krazy Ivan*, and a good mission-based shooter.

Megaman X3
Virgin • 23%
Bloody awful. Don't be conned by the pretty pictures on the box, this game's completely and utterly pants.

NHL Hockey
Virgin • 92%
Finally arrives in the shops and we believe that this is one game that's certainly worth the wait.

Shining the Holy Ark
Virgin • 89%
Without a shadow of a doubt, this is one of the very best RPGs currently available for the Saturn.

Swagman
Core • 88%
A break away from 3D games from Core, and an interesting slant on the action/role-playing game genre.

Torico
Sega • 83%
One of the better graphical adventures around at the moment.

Darklight Conflict
EA • 78%
Space combat outing with many fine ideas. Strangely however, it becomes rather boring after a while.

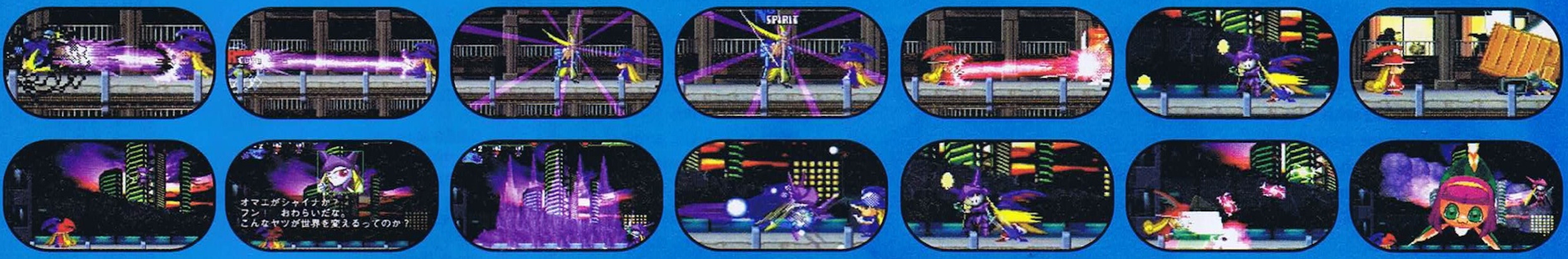
Sky Target
Sega • 56%
Utter, utter arse. Even at £30 this neo-retro blaster is a waste of cash. Avoid.

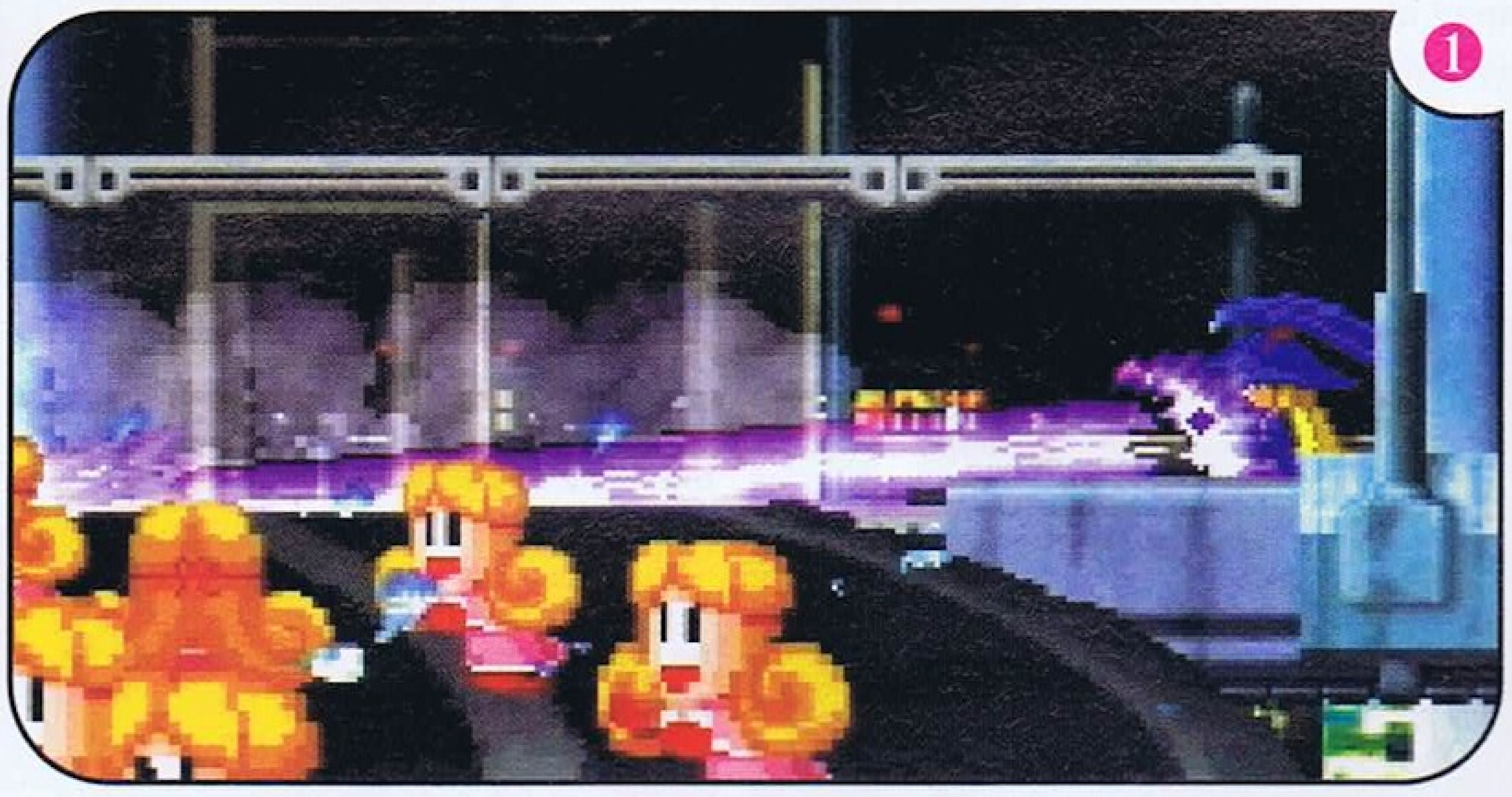
Frankenstein
Interplay • 45%
Pre-rendered crap sneaked out before a ***Saturn Power*** review. See page 76.

Manx TT
Sega • 92%
Many love it, some hate it. Regardless, Sega's bike racer is worth a look if you haven't, like.

Motley Crew

The weird, the wonderful, they're all here. And they can fly. Some of them don't even exist. Here's the motley bunch from level one. Mind how you go.

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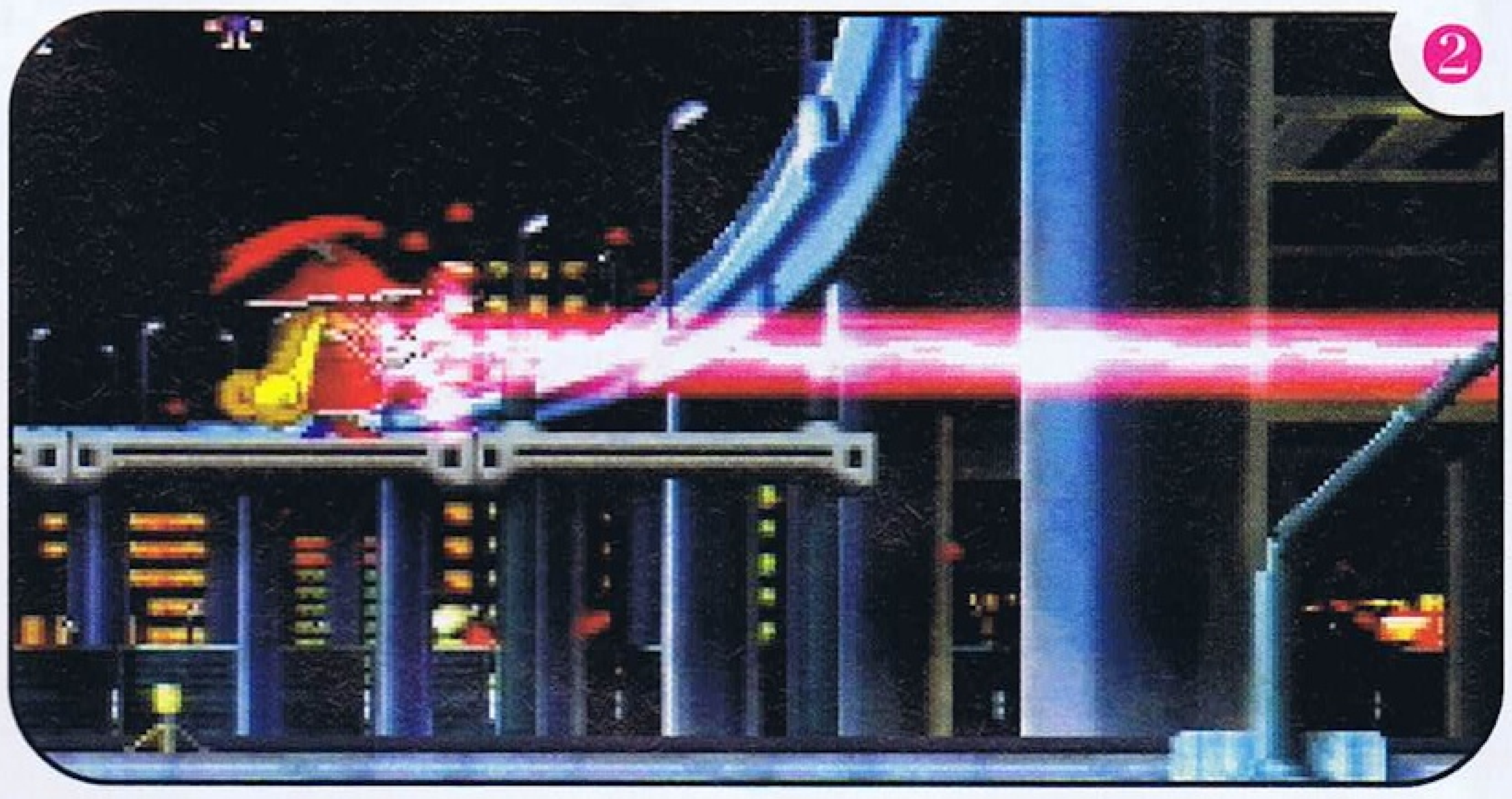

2

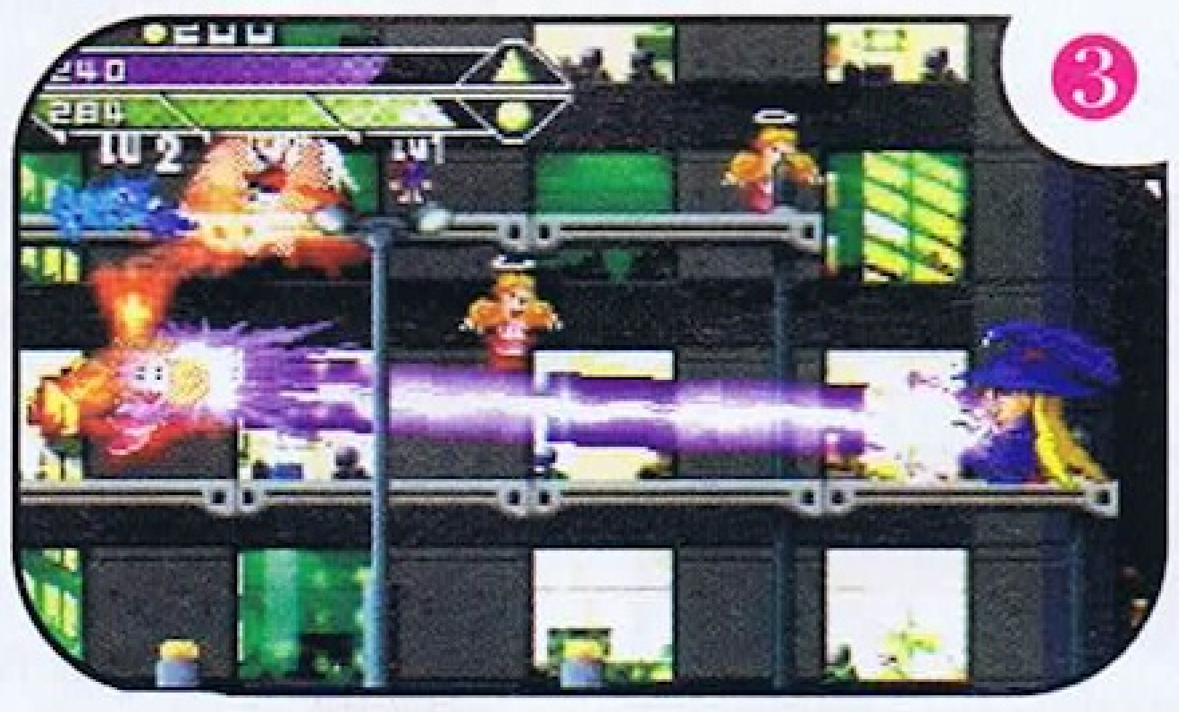
Silhouette Mirage

Weird and wonderful platform action springs from the loins of *Gunstar Heroes* developers Treasure, in the comely shape of *Silhouette Mirage*. We must be seeing things. Oh right, it was all part of the game all along…

Platformer. 21st century. Cute-as-pie graphics. Arcadey animations. Whopping great fun. This, in a nutshell, dear reader, is *Silhouette Mirage*, a sideways scrolling super-colourful platformer, with the emphasis on way-out style, flying angels and huge enemy bosses.

We were really lucky to get a hold of this top demo CD featuring a vast selection of Japanese software. I'm sure you appreciate our efforts. But why Sega Europe haven't destined it for a European release is anyone's guess, so cross your limbs for a UK outing later in the winter, we'll be keeping you informed.

Anyway, to the business in hand.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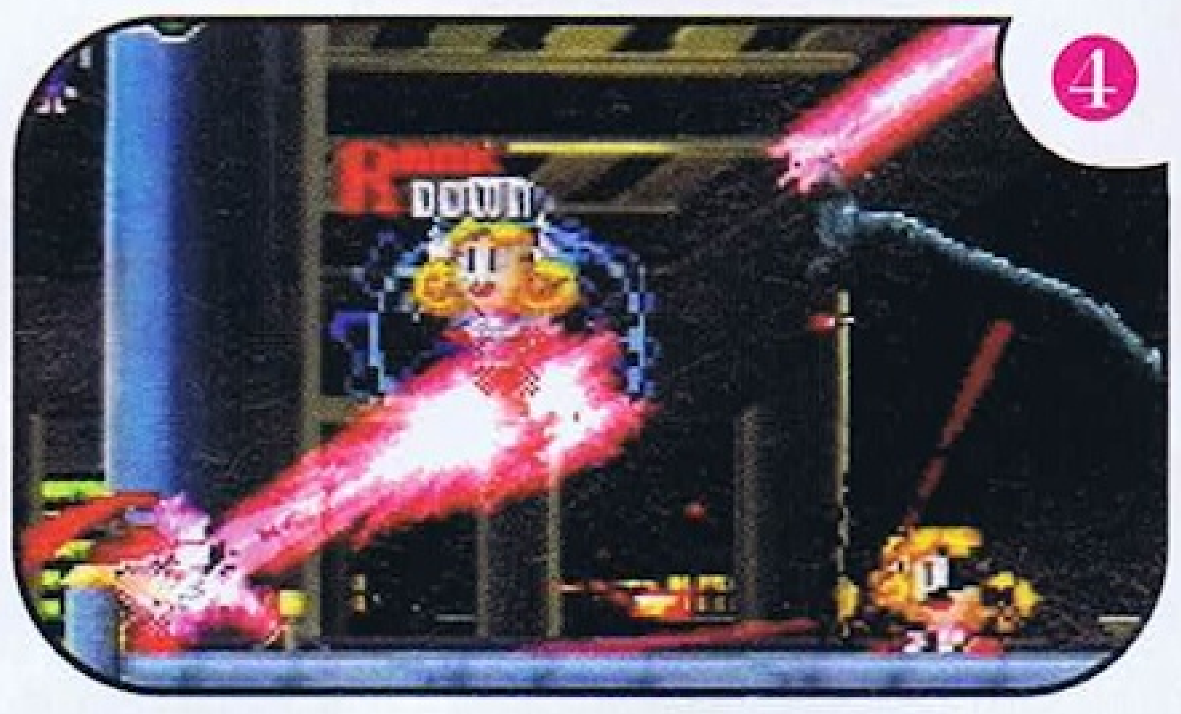


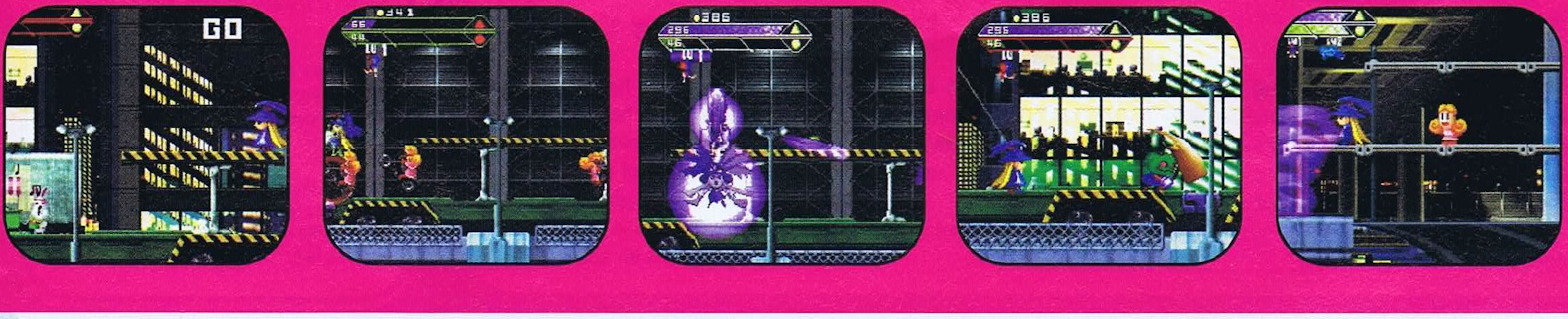
4

Amazing lighting effects, pyrotechic special moves and bizarre characters inhabit this shadowey netherworld, a post-apocalyptic city landscape, populated by flying angels, baddies and massive mecha-like boss machines. Here, dressed only in a pointed red or blue hat, and quite a natty little dress (because you are a girl) you must shoot, jump, die and blast the living daylights out of anything that moves… engagingly of course.

We've only played a one level demo from Japan, but even this involves leaping around a virtual building site of pipes and scaffolding while waves of blonde Shirley Temple clones with wings descend from the sky, intent on your destruction.

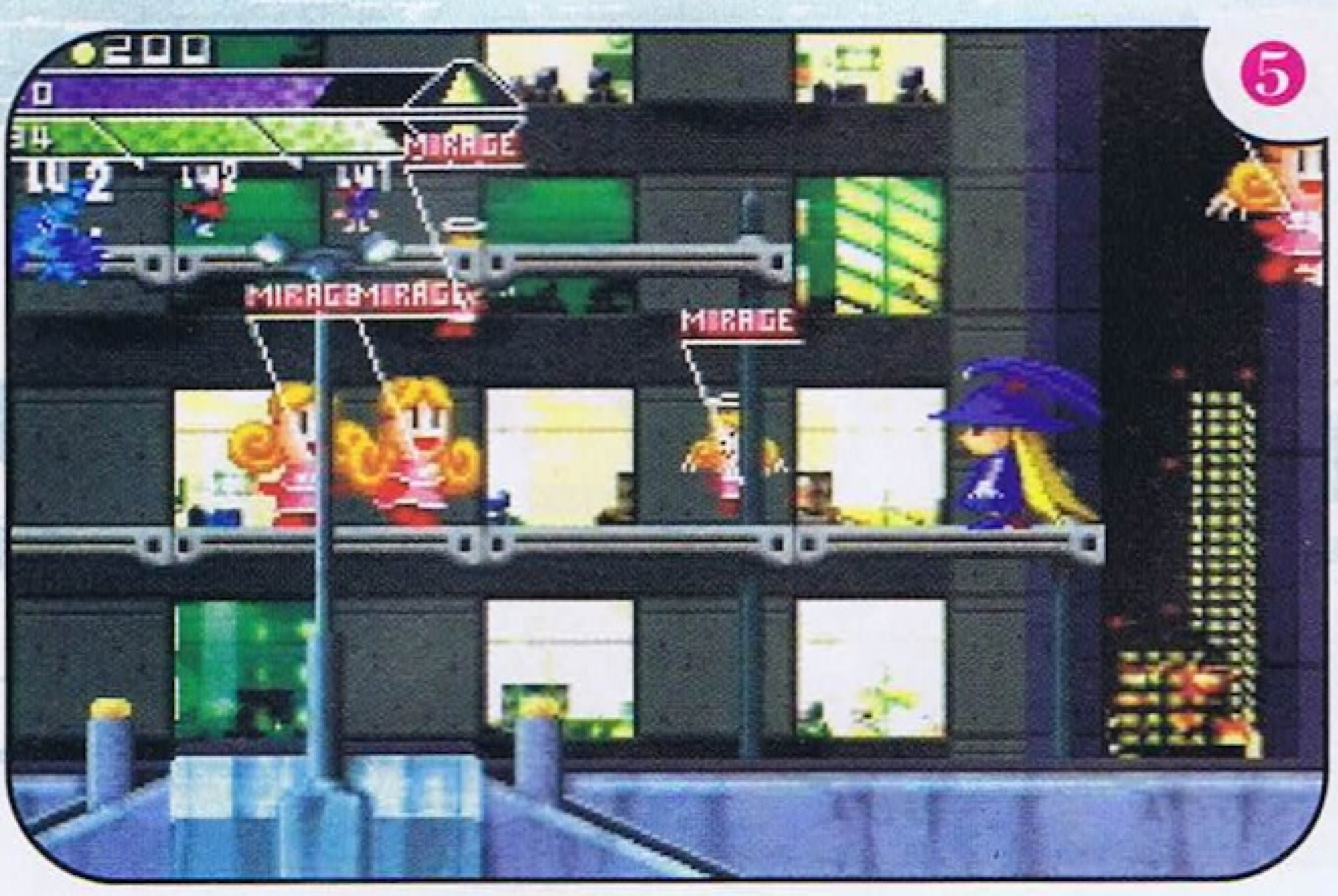
Ticket to ride

"It's the end of the world as we know it and I feel fine…"
The end of level One takes place on the back of this train. Does anyone else remember Bubsy the Bobcat?



Developer .....GD Net/Treasure **Release Date** Ring your local importer

Players ....One-two **VGC** ....☎ (01202) 527314



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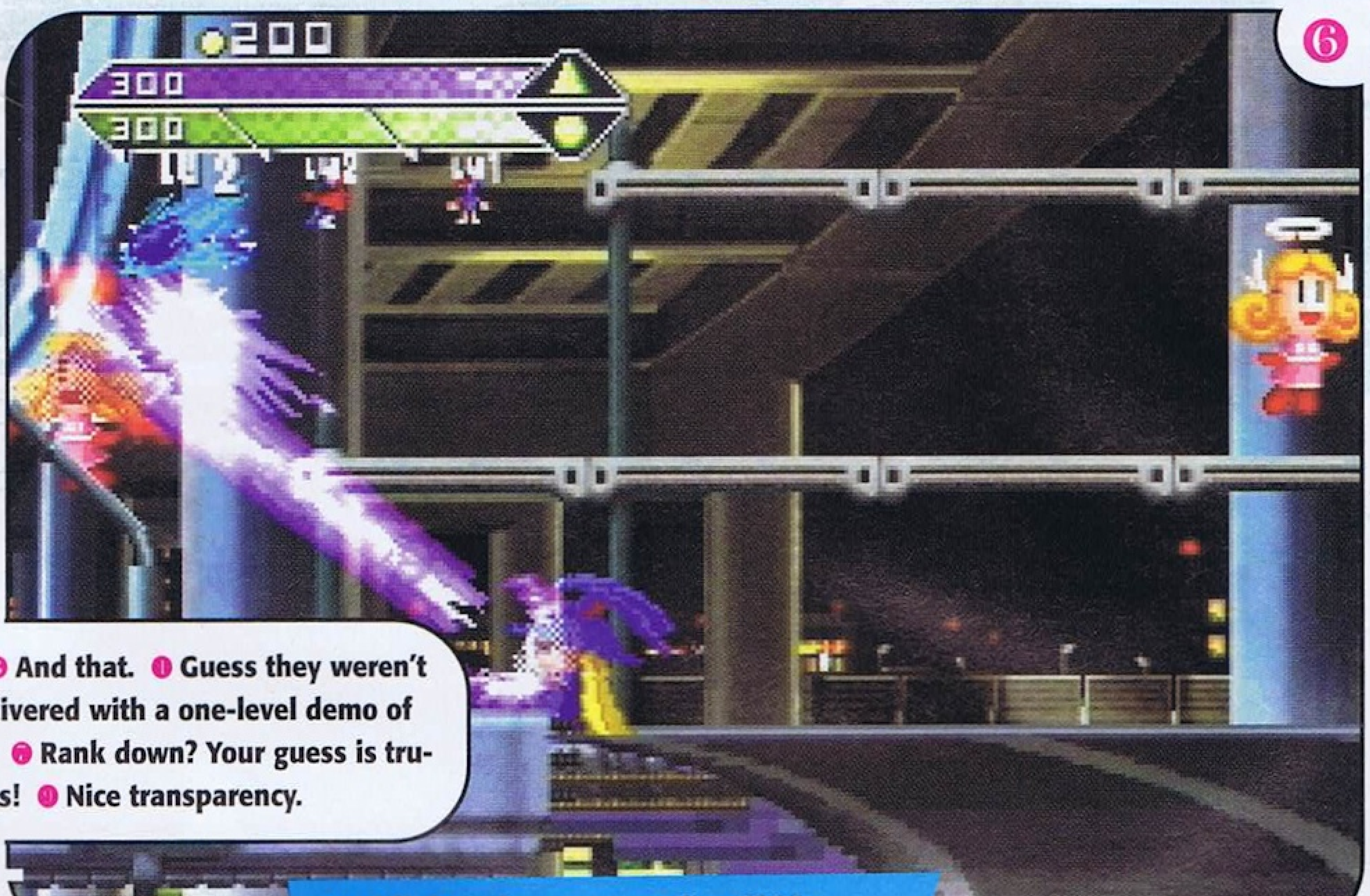
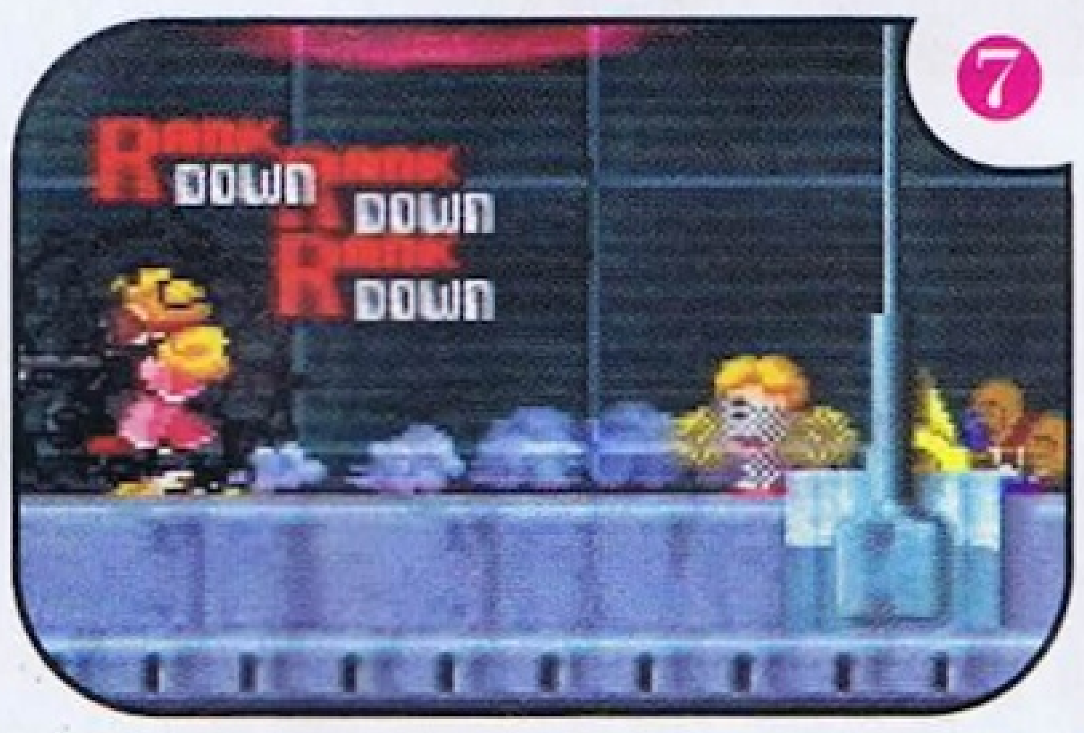


⑥

① Well they looked like angels to me, ossifer. ② Wish I could do that. ③ And that. ④ Guess they weren't angels after all. ⑤ That's a lot of mirages. ⑥ We were blessed to be delivered with a one-level demo of the game this month and all the grabs shown here are taken from that. ⑦ Rank down? Your guess is truely as good as mine but it all sounds very Japanese to me. ⑧ Flying. Yes! ⑨ Nice transparency.



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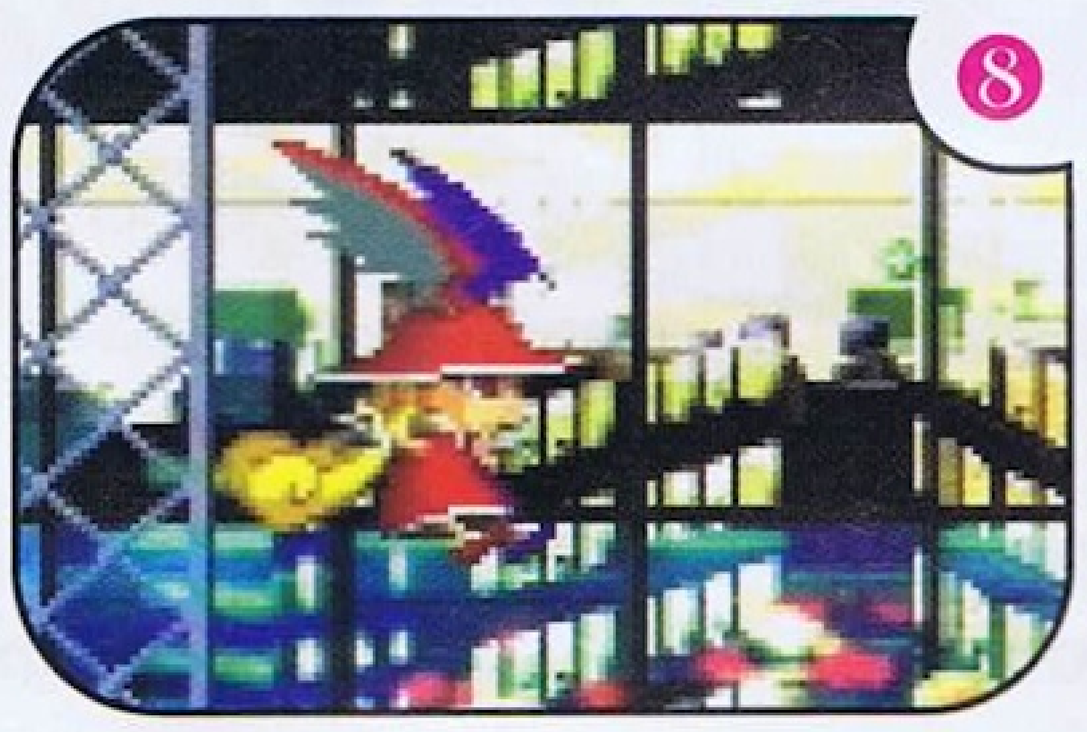
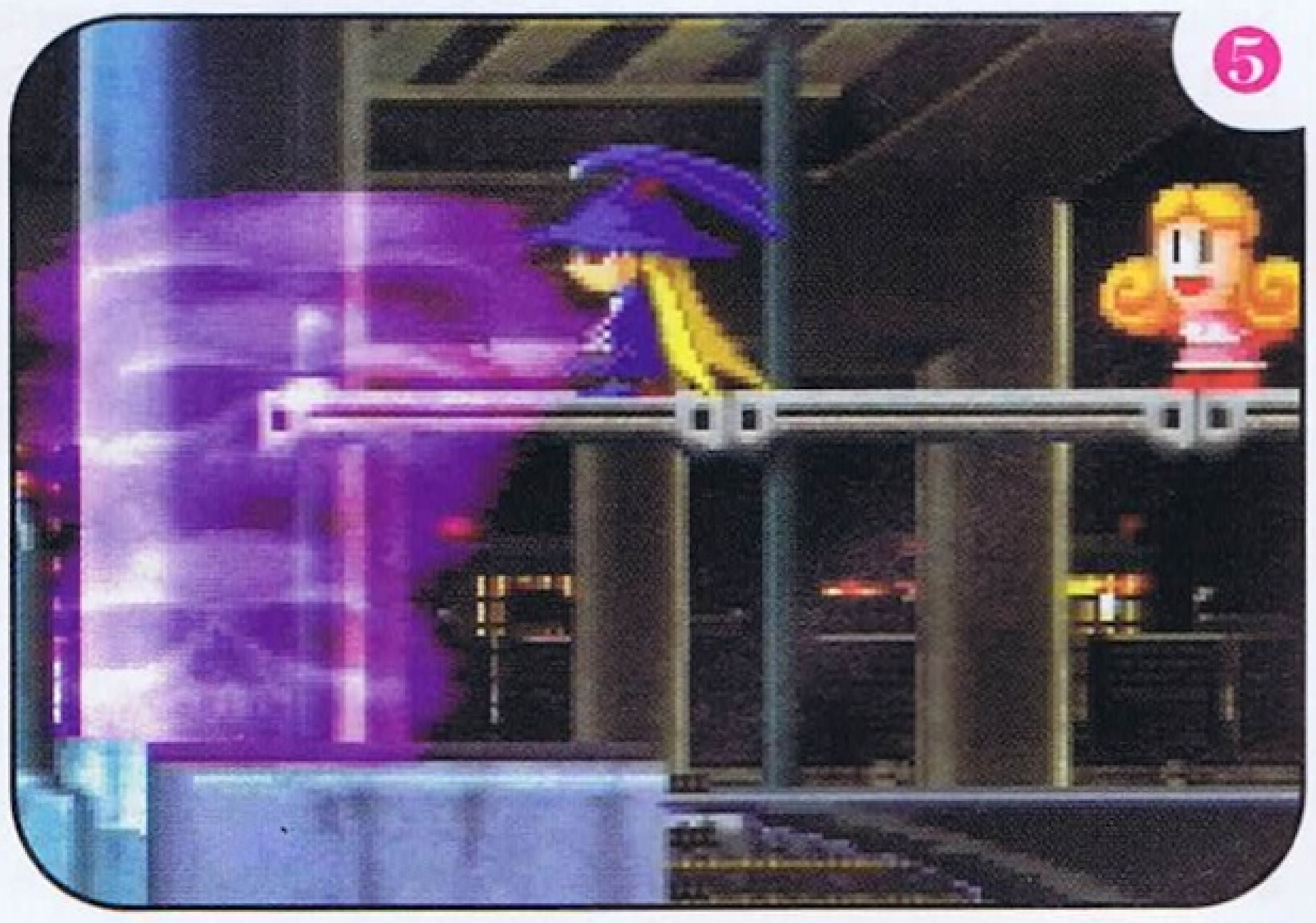


⑧

Many unusual touches exist – including a big white rabbit who stars as the organ grinder, who can be coaxed into action with a deft stab at the B-button. This makes the gaming experience quite a foreign one, but all the more interesting for that. The angels are sillhouettes you see, and if you attack them from behind or below, they'll keel over and die, spilling out a power-up made of 'spirit'. "Quite bizarre", I hear you say. It is, without word of a lie, as nutty as a girl called Hazel. But with more nuts. The next hillarious and bizarre twist comes when, further on the the level, you're attacked by a gang of Hell's Angels complete with halos and motorbikes. Ah, the Japanese are quite a monsterously strange bunch. Yes indeed. Anyway once these little ankle-biters are dispatched - which doesn't take much effort - you're on the way to meet sub-boss Number One in his spikey hat and fireballs of doom. The fight takes place in front of a tower block where the lights go o, one by one as the residents are woken up by the on-screen mayhem. This episode of extreme violence eventually culminates in a flurry of household appliances which are flung from the apartments onto the head of the defeated sub-boss.



⑤

As well as a shield in the form of a solid sphere of light, you have the ability to deflect enemy bullets by hammering of the A button. This becomes critical when engaging boss Number Two, a mirage of a blighter who leaps around as if his pants were on fire, while dishing out waves of desruction. (His trousers do actually burst into flames when you attack him). The mirages are especially difficult to beat because they remain largely impervious to your firepower, and then have the cheek to let rip with a series of multiple attacks and special moves.

Hurrah, a huge inflated head is your award and it's on to the next level.

> **"A blighter leaps around as if his pants were on fire. His trousers burst into flames when you attack him"**

Silhouette Mirage feels and looks foreign, which is a good thing. Treasure have packed it to the eyeballs with parallax scrolling backdrops, weird and wonderful characters and good old playability. It's a right royal blast, worthy of more than a glance at the local importer's.

Iain White

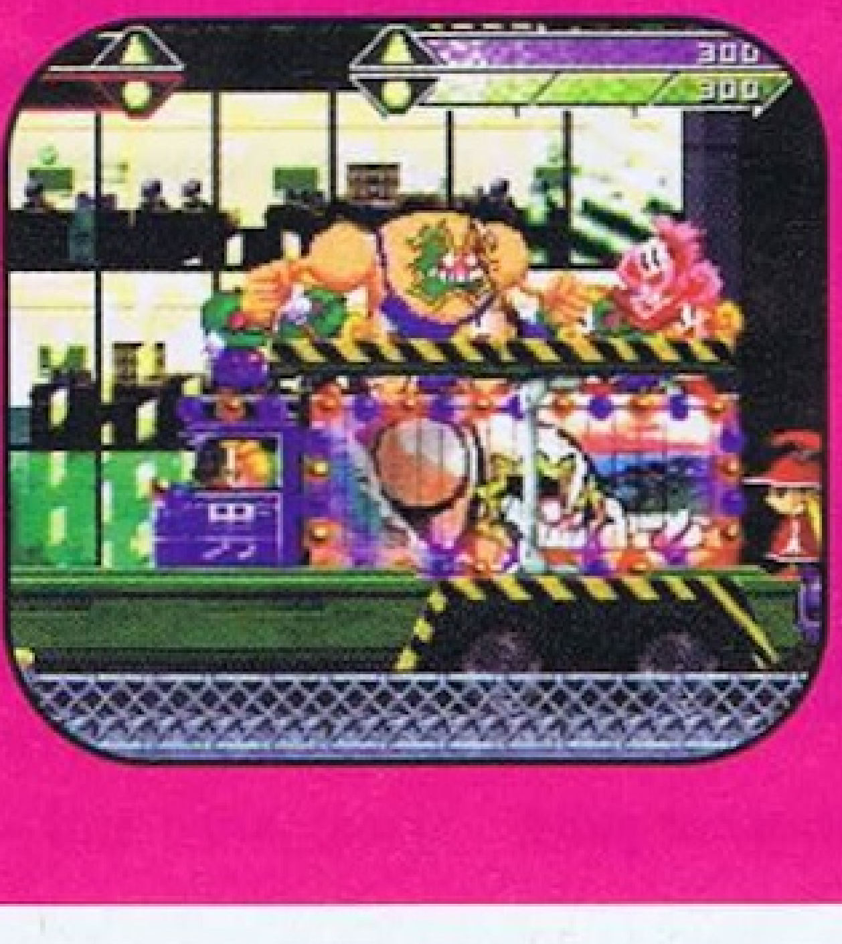
COMPARISON

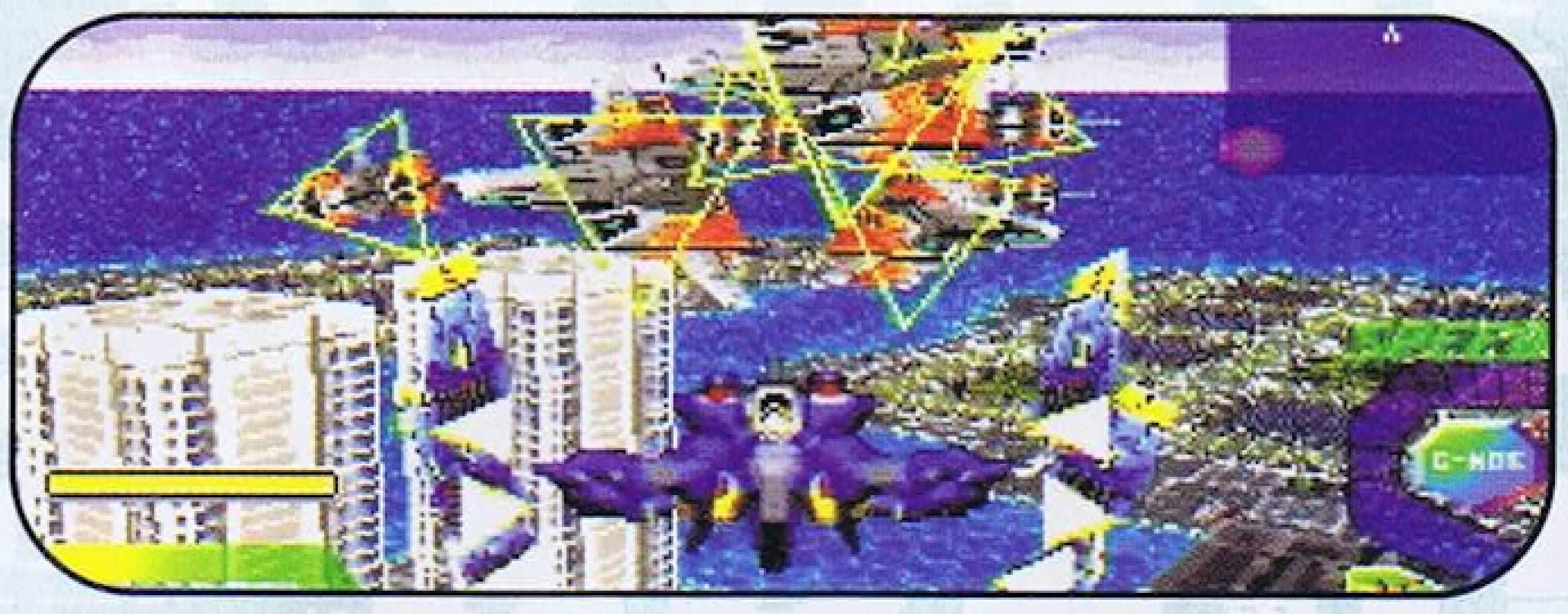
Rockman X3

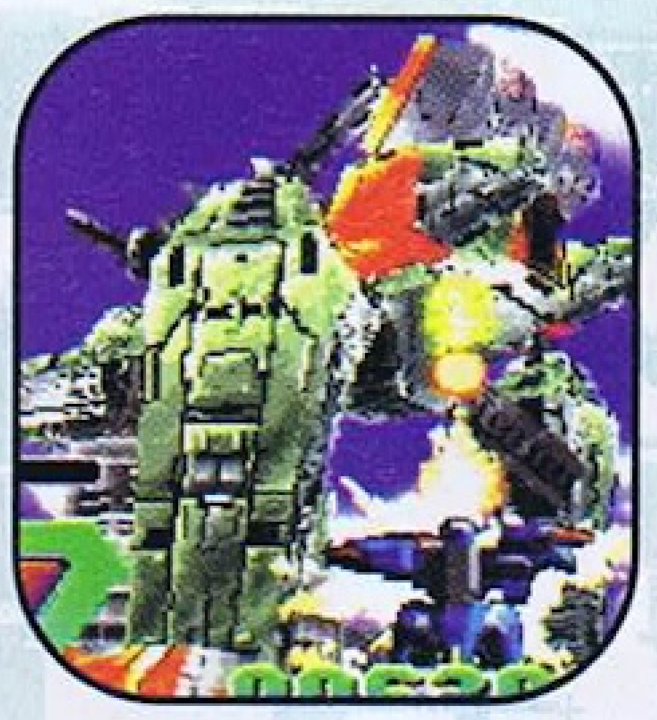
▲ Absolutely nothing whatsoever

▼ Absolutely everything in the entire game

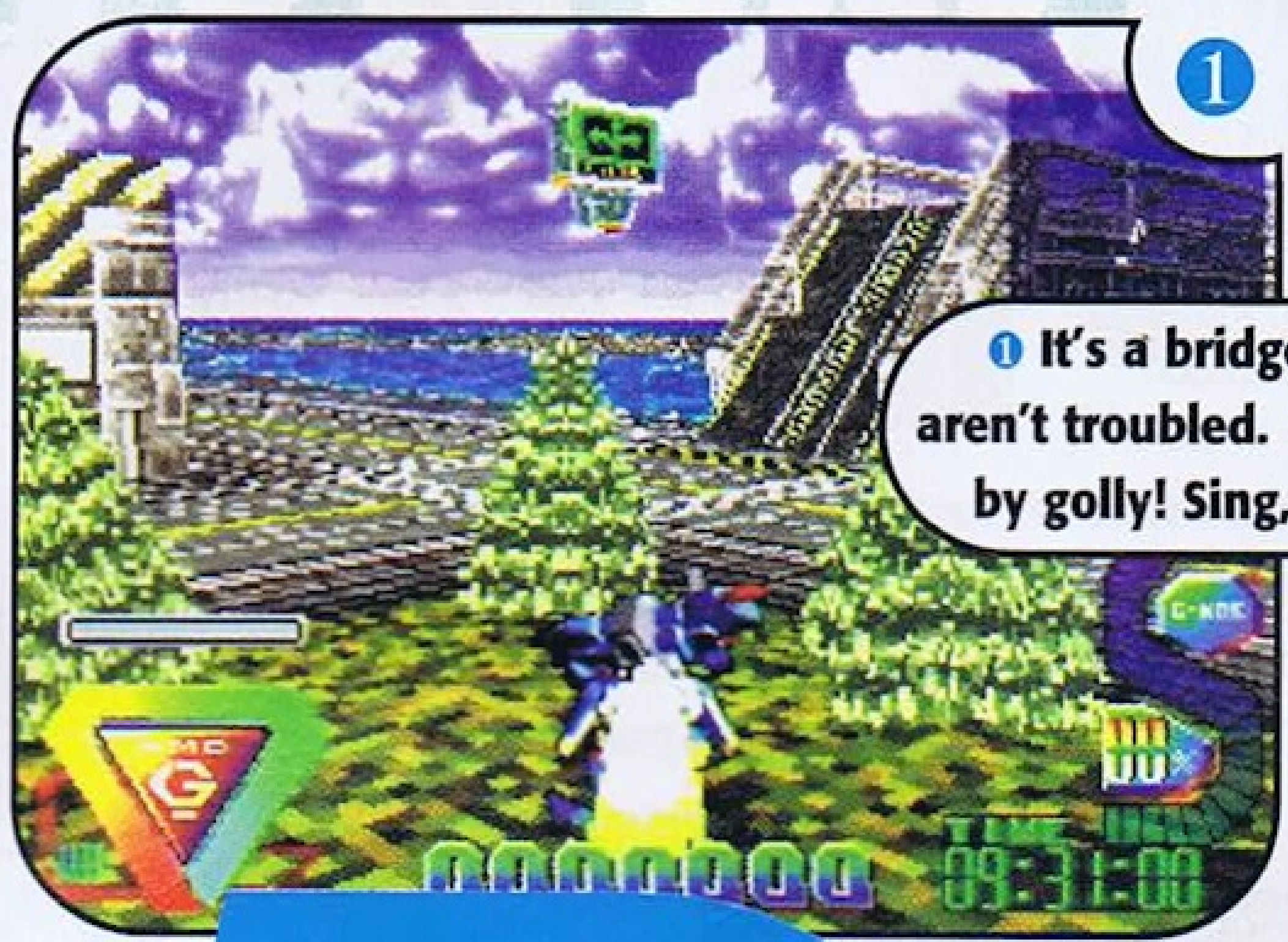
Although both these games share common elements (platform bits, small characters, bizarre bits), Capcom's effort happens to be truely dreadful, while Treasure's game seems to show a lot more promise. So maybe they're not all that similar after all. Um, sorry, it's my age, y'know?

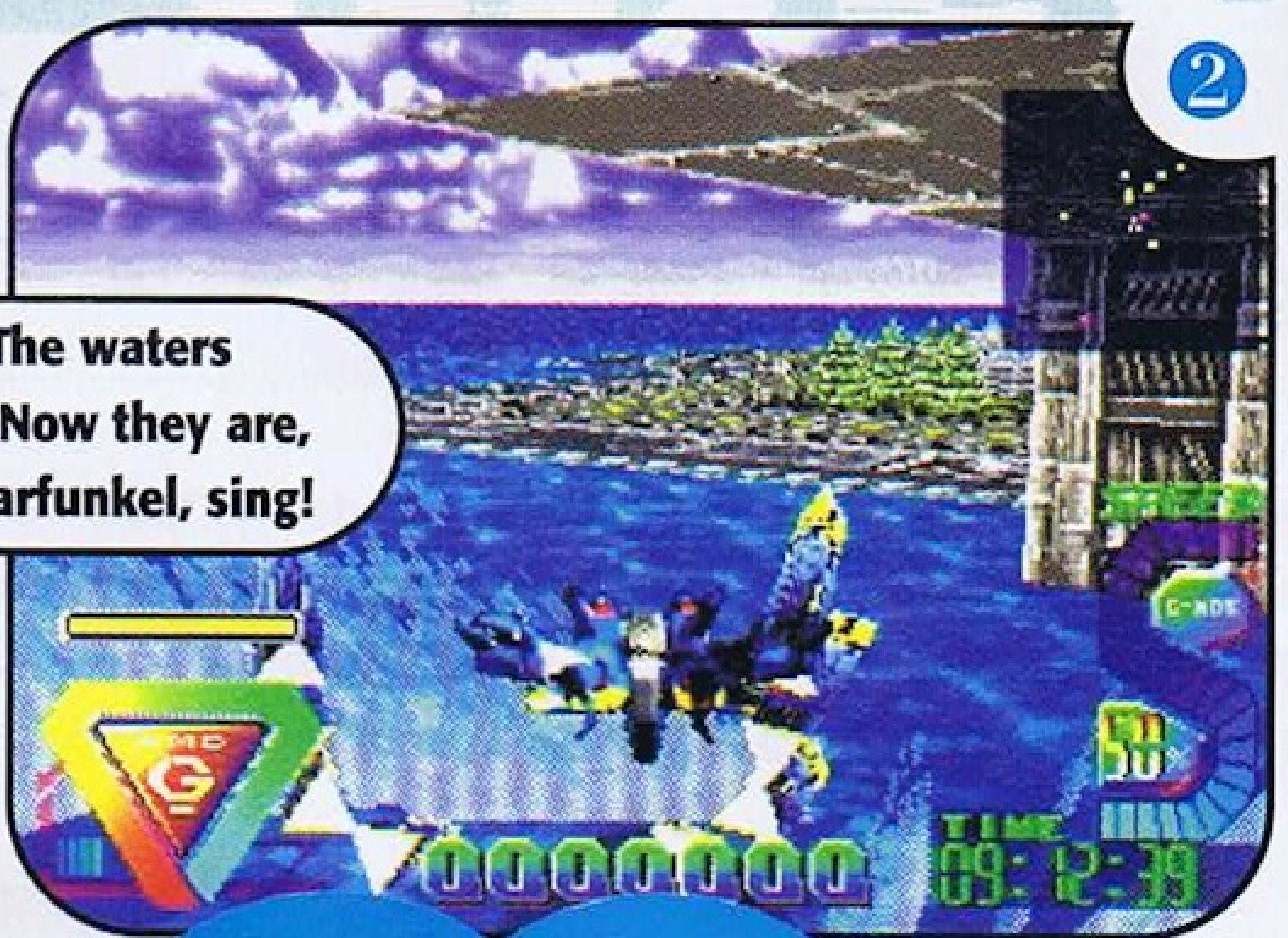






Bulk Slash
© 1997 HUDSON SOFT





① It's a bridge. The waters aren't troubled. ② Now they are, by golly! Sing, Garfunkel, sing!

Bulk

Gamers *like* robots. And explosions. And fighting. Combining the three with stunning visuals, Hudsonsoft's *Bulk Slash* is very tasty indeed…

Virtual On wasn't a resounding success for Sega Europe. A hit in Japan – in both Saturn and Model 2 forms – its failure to repeat that success in the UK is a mystery to some fans. As two-player games go, it's great fun – once you've mastered the slightly unwieldy joypad controls, skillful battles against friends are possible. But it's an average one-player game at best, simply because there's little satisfaction to be had in dispatching soulless CPU-controlled competitors.

Hudsonsoft's *Bulk Slash* is very reminiscent of *Virtual On*… but on a larger scale. A one-player game, it shares *VO*'s control method. Similarly, its action takes place in arenas of a kind… but *Bulk Slash*'s centres of action are entire cities. Leaping from skyscraper to skyscraper *en route* to a target, it's hard not to be impressed with the size of each level and number of different buildings.

The demo sent to **Saturn Power** features one such city. Packed with skyscrapers and surrounded by sea, it offers one mission to complete – the destruction of a group of set targets. These are guarded by gun emplacements of varied sizes, tanks and – in one instance – two huge robots. Attacks also rain down from the sky, as squadrons of bombers follow your progress with a series of bombardments.

Leaping from building to building, it's hard not to be impressed by *Bulk*'s 3D engine. Obviously, there's a large amount of pop-up – understandably, given the size and number of buildings – but it's fast, the polygon definition crisp. It also acts as yet another reminder that the Saturn's oft-maligned 3D capabilities are better than many critics would have us believe. *Bulk Slash*'s huge end-of-level bosses wouldn't look out of place on any leading console format.

> **"If *Bulk Slash*'s visuals are effective during ground-based strolling, they're pretty damn fine while airborne…"**

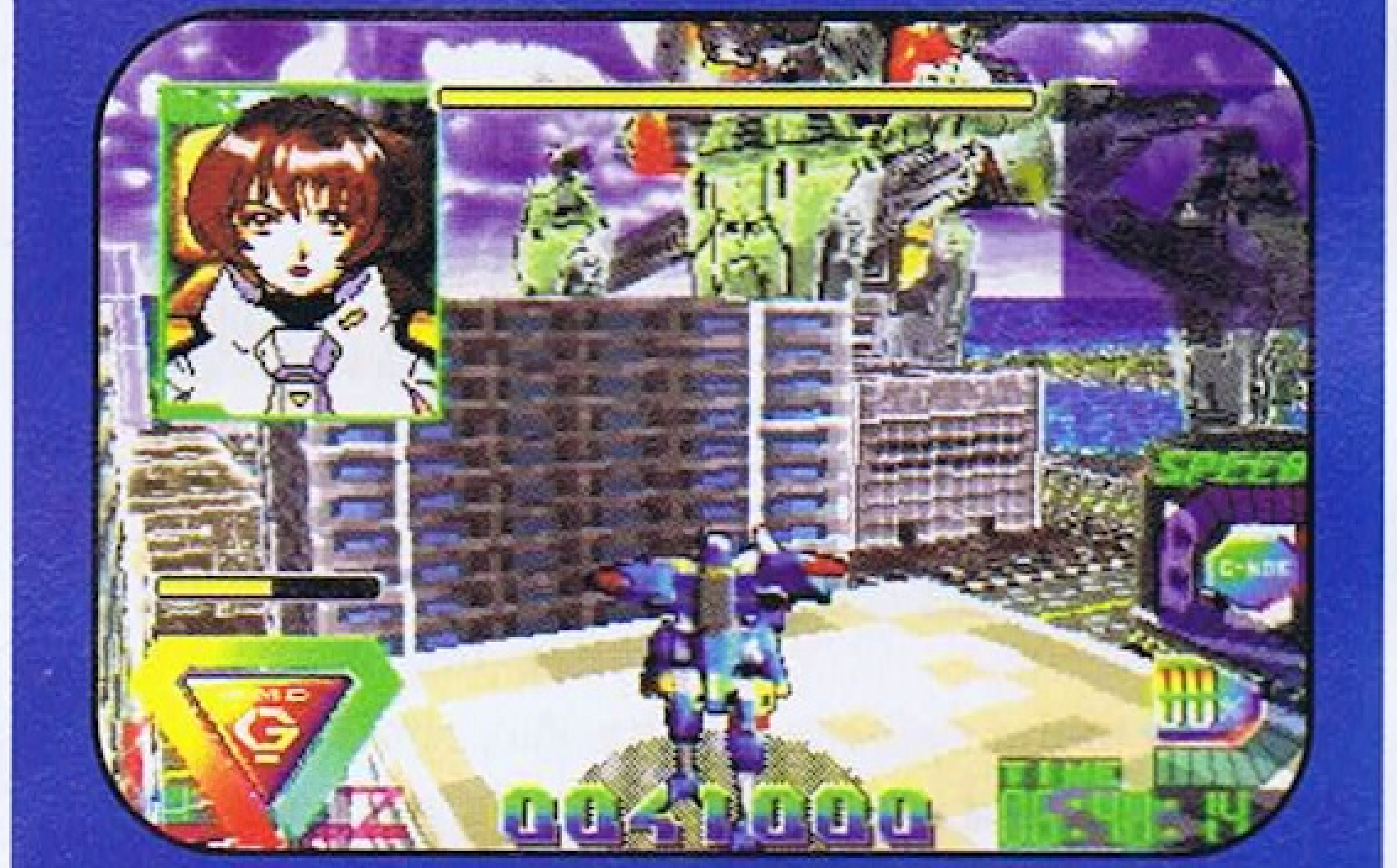
A tap of the 'A' button transforms the robot into a flying machine. This allows players to launch attack runs at targets while benefiting from increased manoeuvrability. If *BS*'s visuals are effective during ground-based strolling as a robot, they're damn fine while airborne. Swooping between streets, the frame rate remains steady while the speed is excellent. And hey, most of all, it's *fun*. *Bulk Slash* makes a mockery of EA's *Independence Day* – being set, as it is, in similar environments.

As I write, Sega Europe have no plans to release *Bulk Slash* over here. But, given its impressive visuals, there's a distinct possibility that they will. And there's always your local importer…

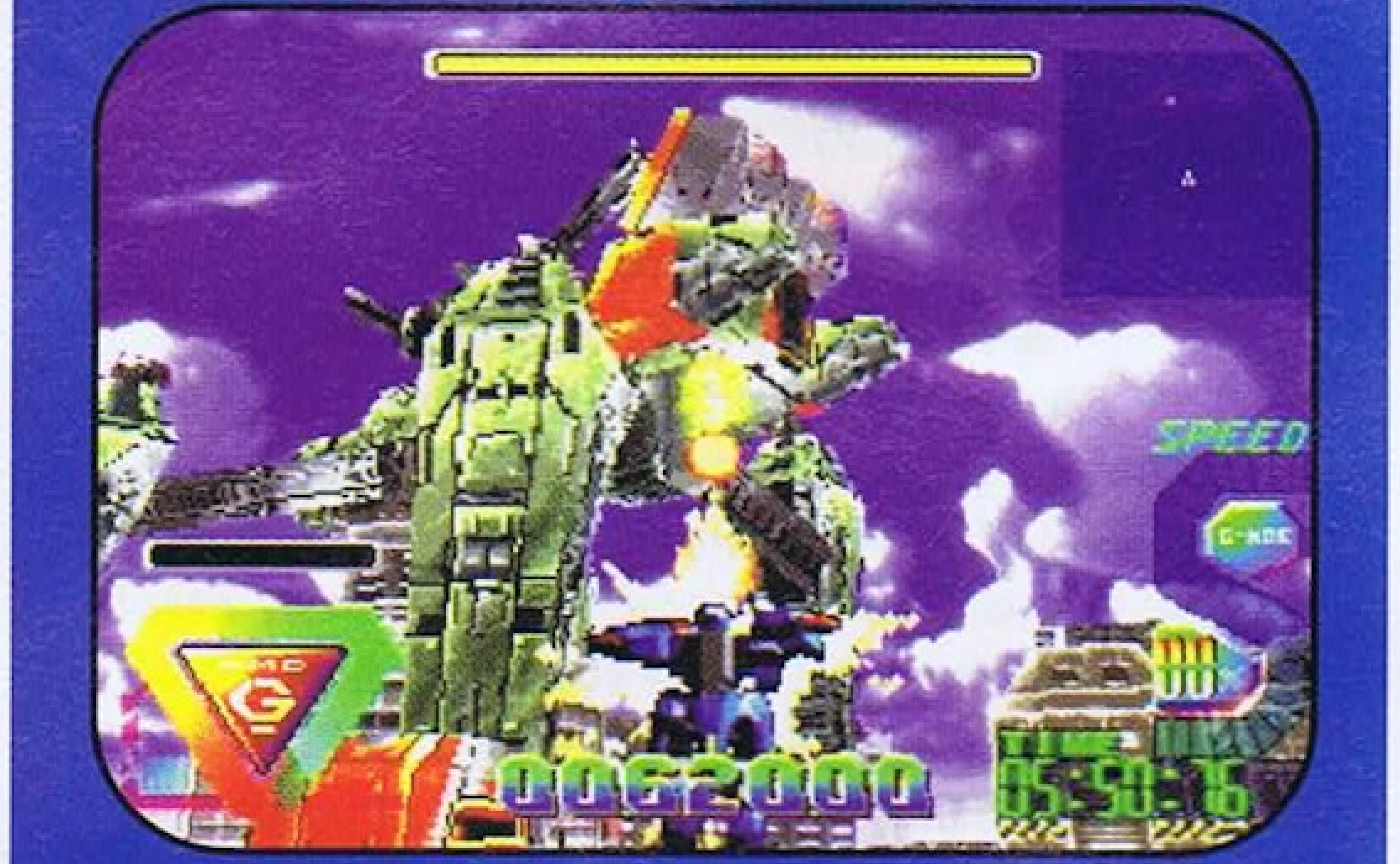
James Price

Get a load of *this* monster

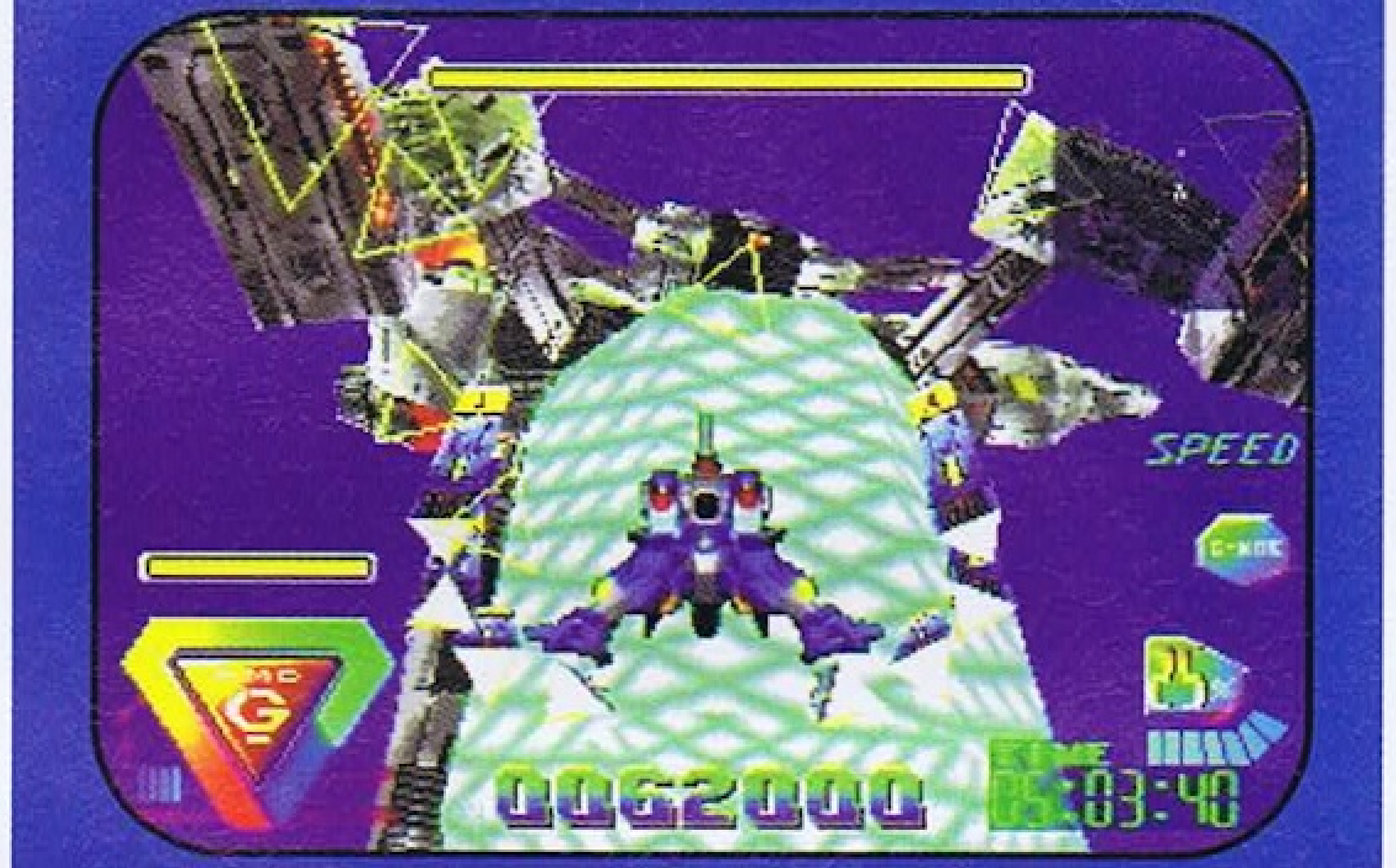
Arguably the most impressive part of the *Bulk Slash* demo Saturn Power has enjoyed this month is the huge end-of-level boss. We're of the opinion that there's no bigger bad guy in any other Saturn release. See for yourselves…



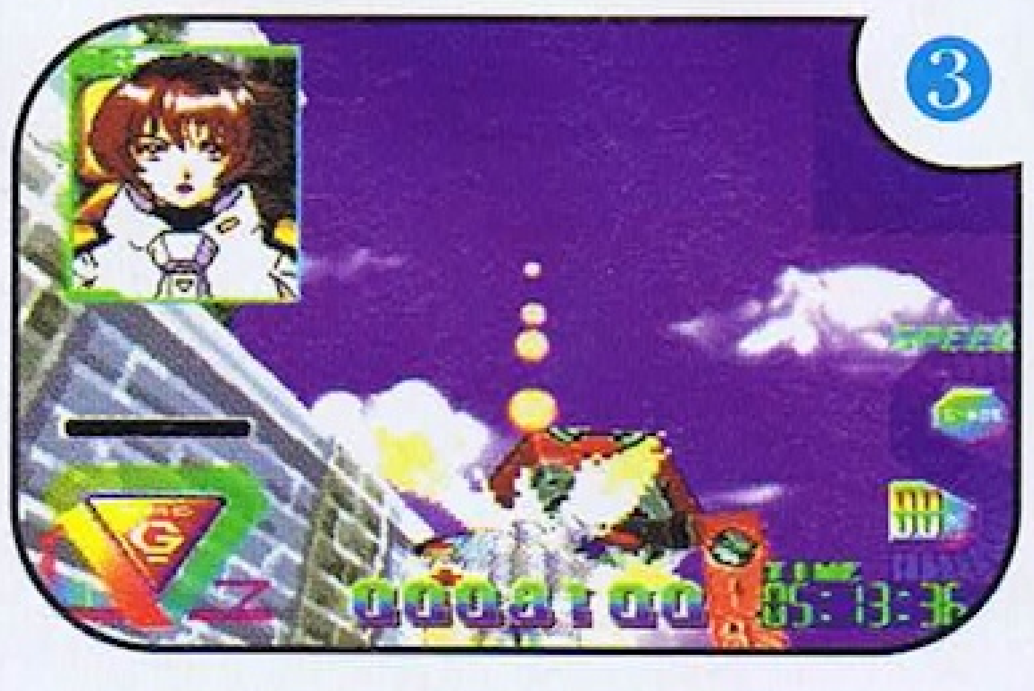
Here we are standing on a building and, bloody hell, that monster's hyyyyyyyyyuuuuuuuugggge!

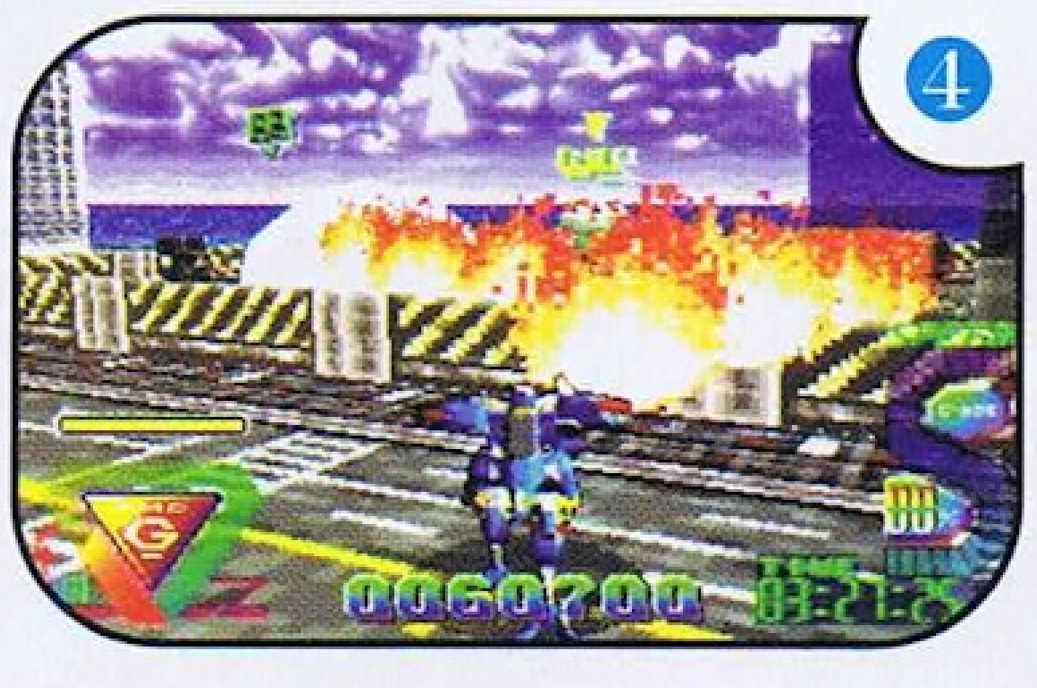


Using the free-roaming fire function, it's possible to shoot the beastie up the backside.



The end-of-level boss launches itself up and fires a beam at the ground, *Independence Day* style.

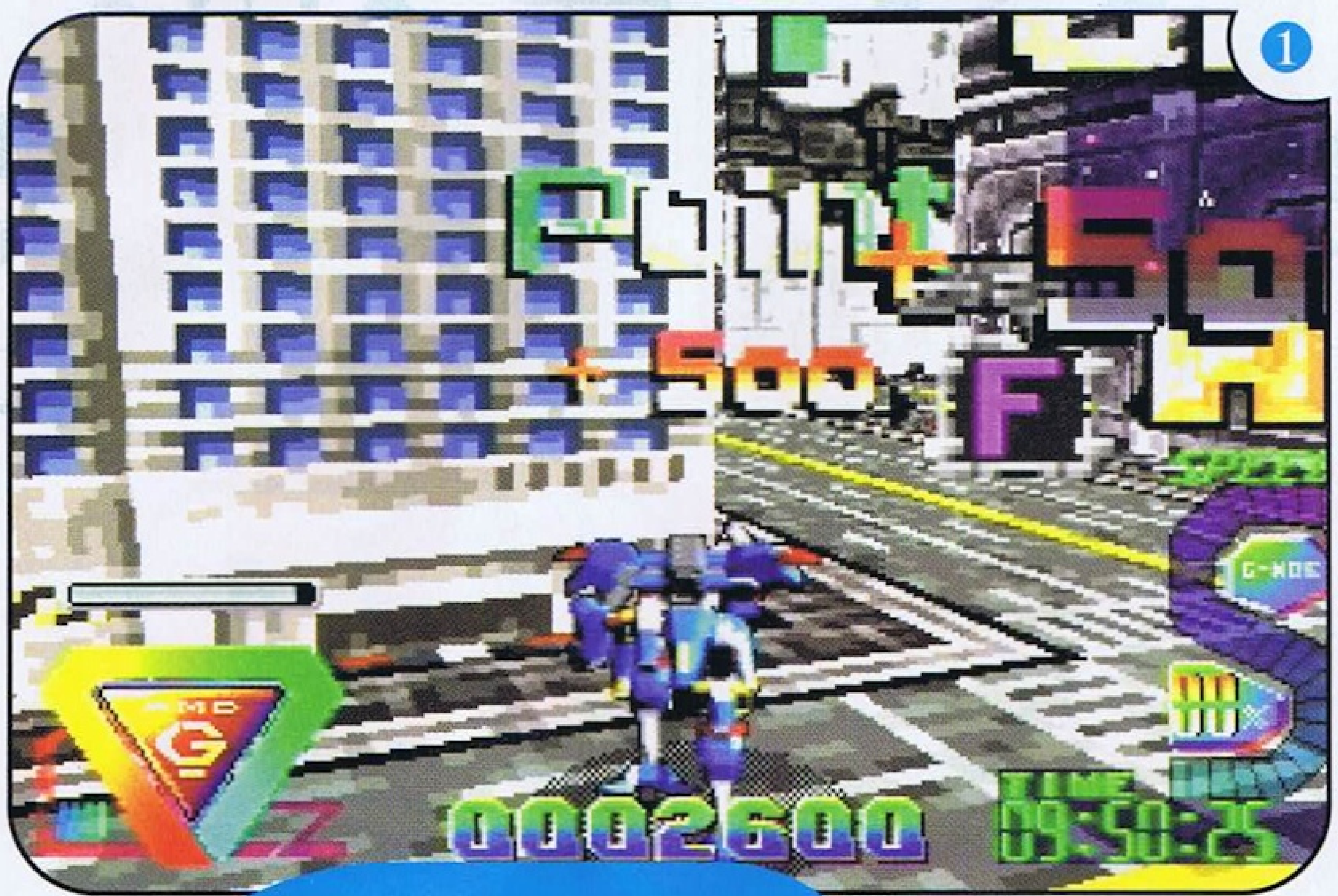


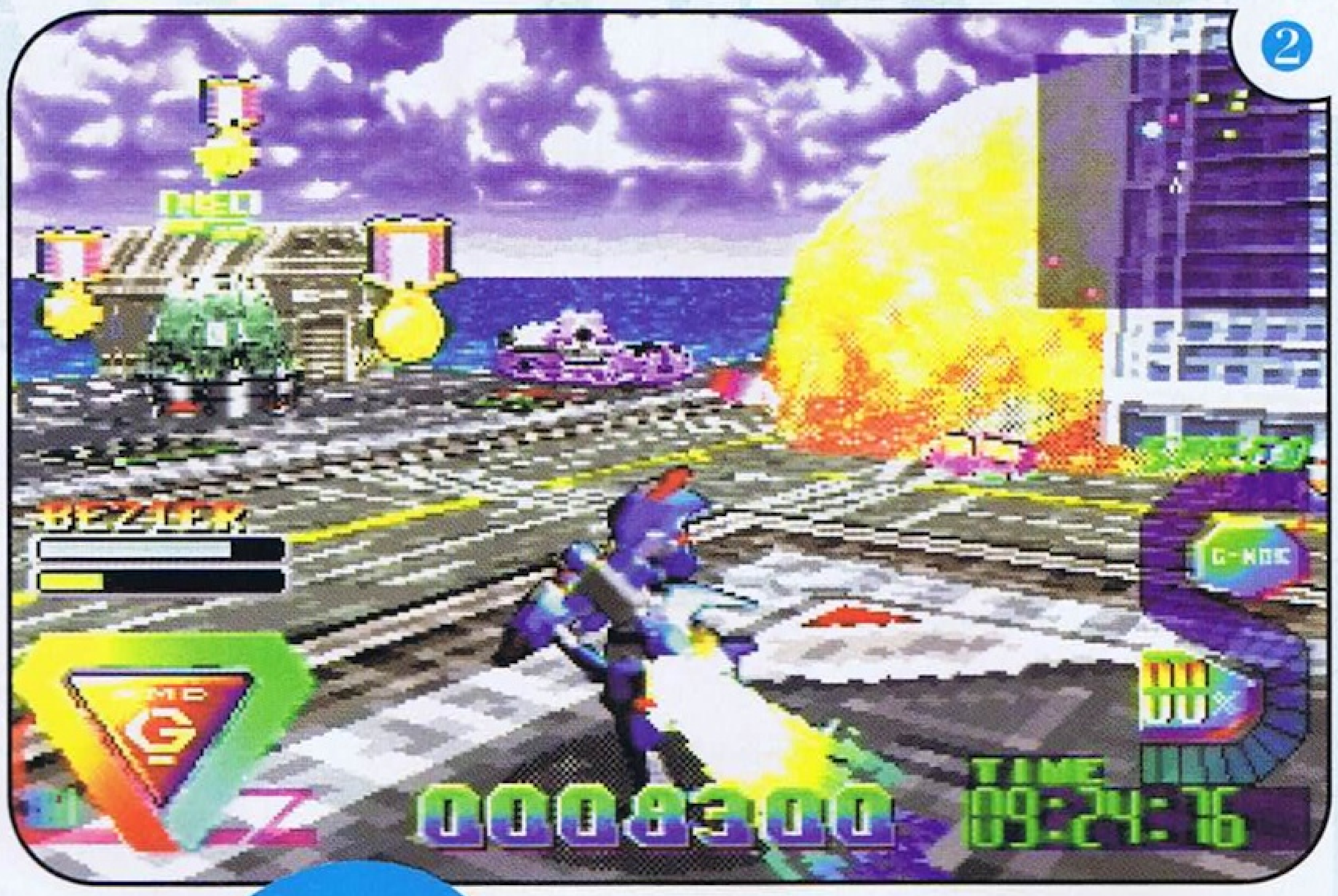


③ Shooting a huge tripod robot. ④ This target is guarded by two flamethrower guns.

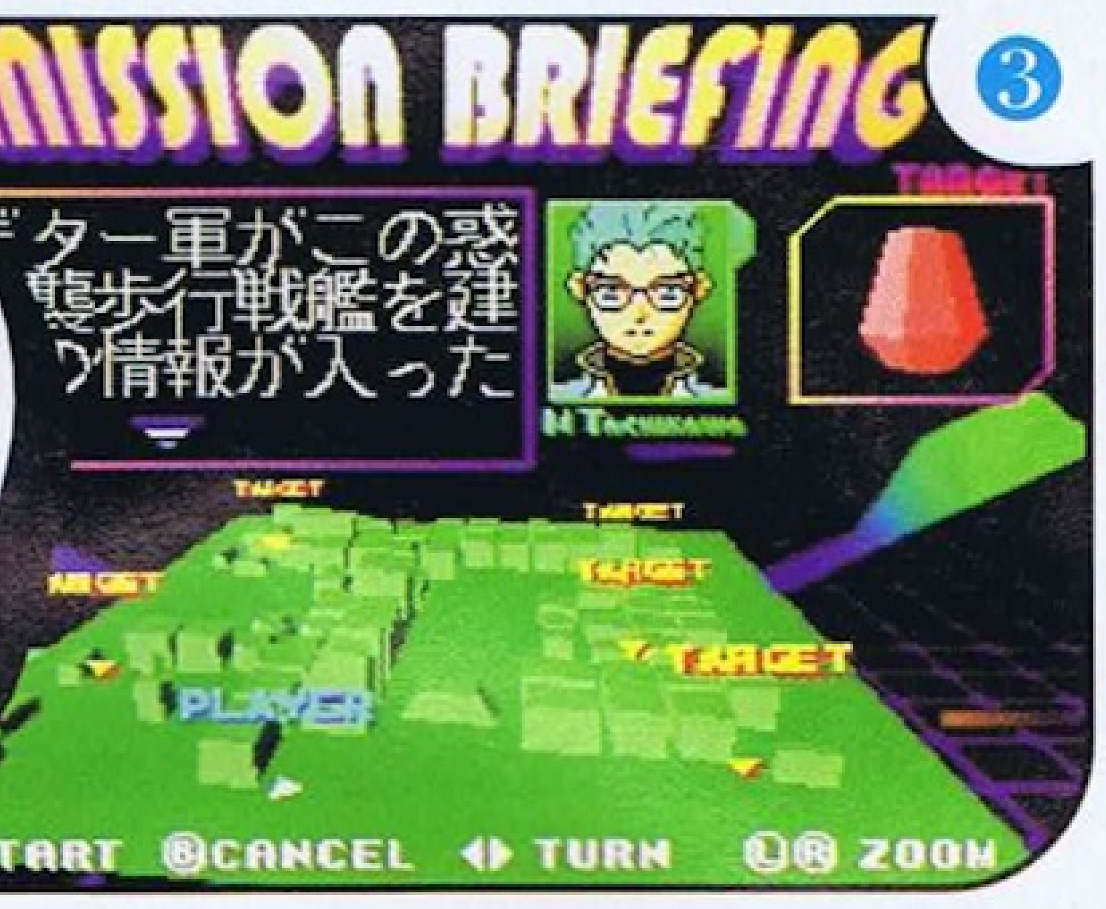
Developer ....Hudsonsoft **Release Date** ....TBC
Players ....One **VGC** ......☎ (01202) 527 314

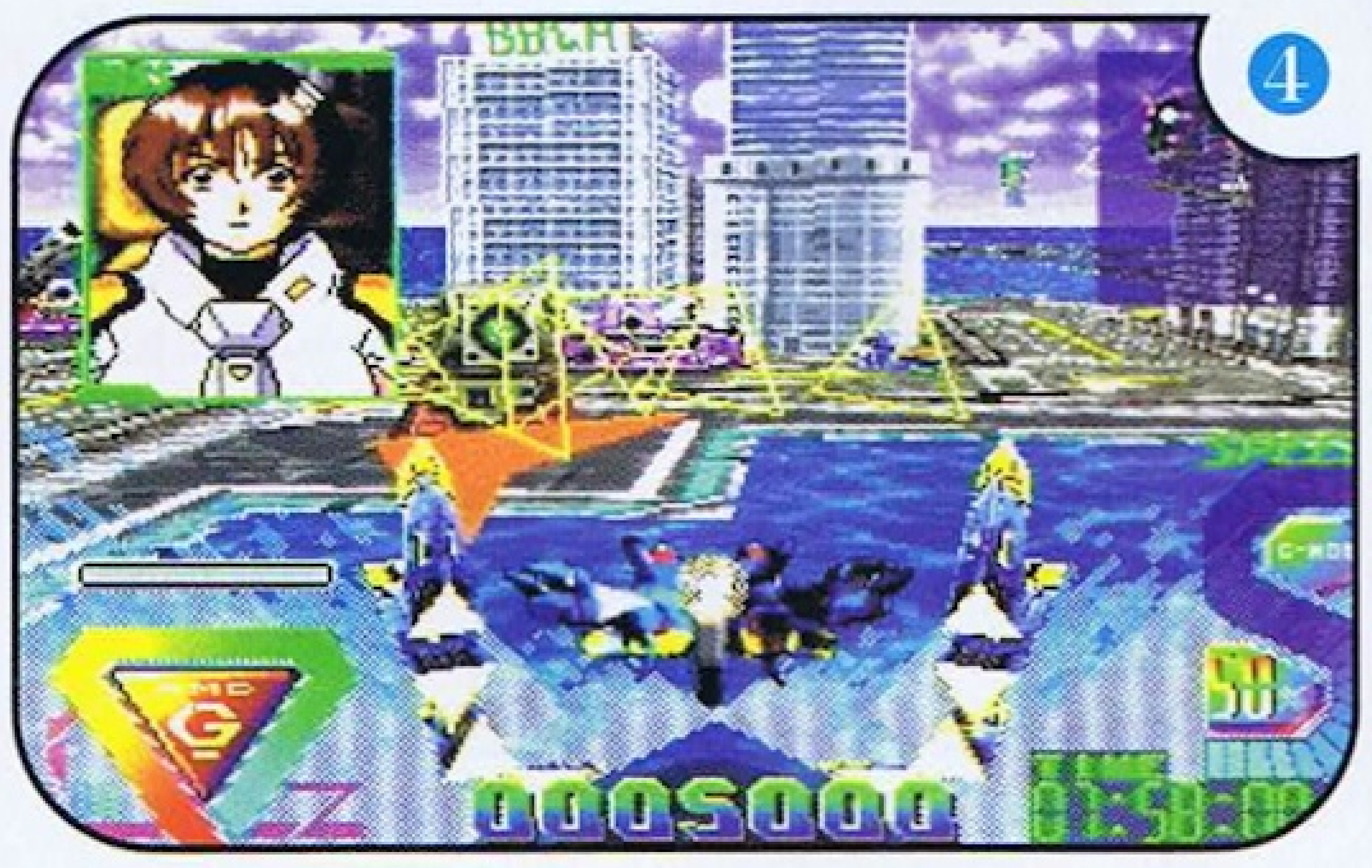
① Points don't always make prizes in Bulk Slash, but the 'F' icon is, in fact, a flamethrower. Lovely. ② It's possible to make effective strafing attacks on targets, before legging it off into the sunset before they reply in kind… ③ Could this, possible, be a mission briefing? ④ A flying attack. Just look at that river spray fly… ⑤ The lady in the cockpit makes anguished noises every time you get hit. Shut up! Shut up! ⑥ Here you see that the buildings are, um, invisible at this height. ⑦ Big robot gets some. And rightly so.

①

Point +50
+500
F
G-MODE
00002600
TIME 09:50:25

②

BEZIER
G-MODE
00008300
TIME 09:24:16

Slash

③

MISSION BRIEFING
TARGET
PLAYER
ⒶSTART ⒷCANCEL ◁▷ TURN ⓁⓇ ZOOM

④


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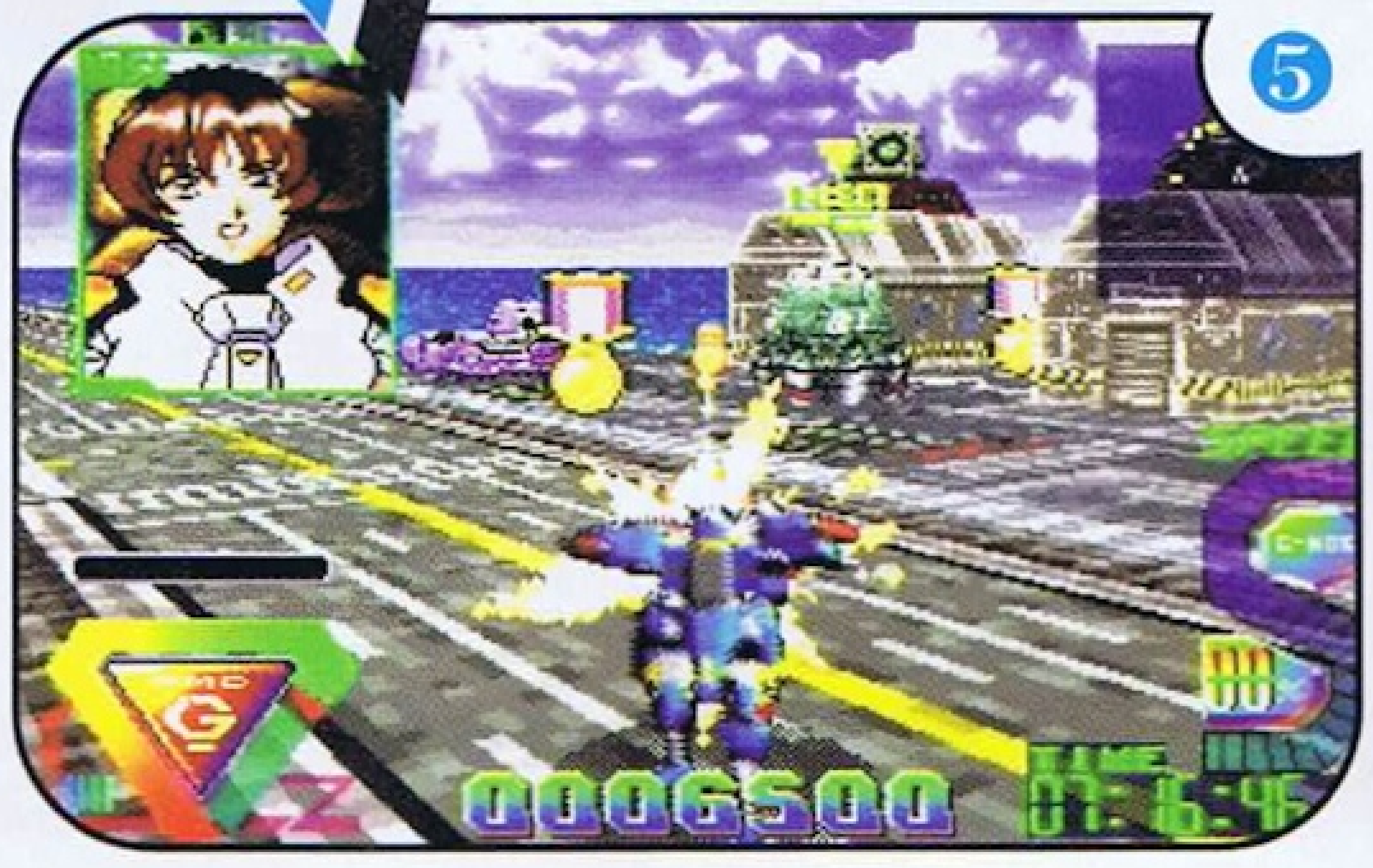

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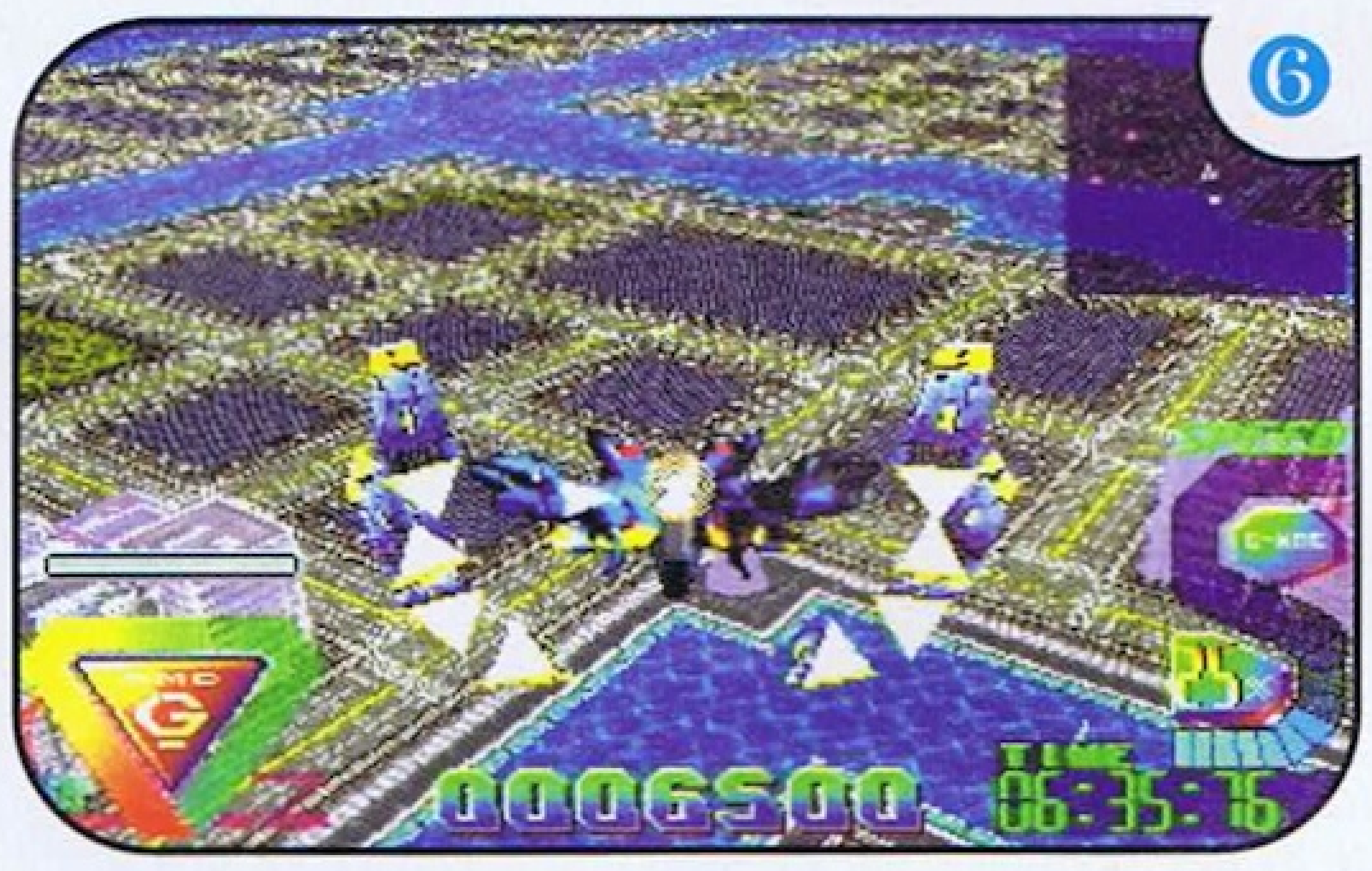
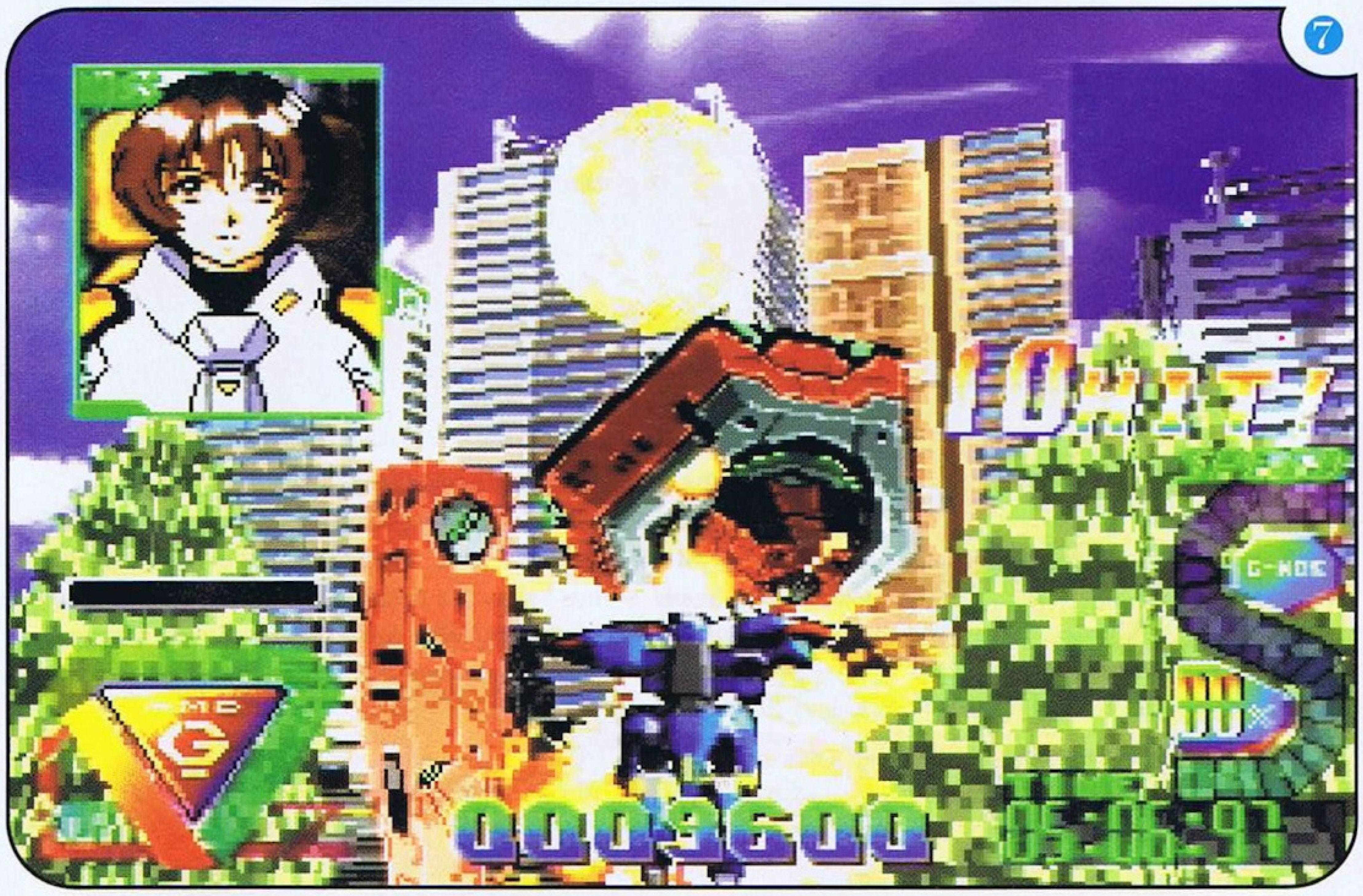

00006500
06:35:16

⑦

10HIT!
G-MODE
00009600
TIME 05:06:97

COMPARISON

Virtual On

▲ "Kerpow! *Got* you, you mechanical swine! Want some more, do you? Come on, then!" etc…

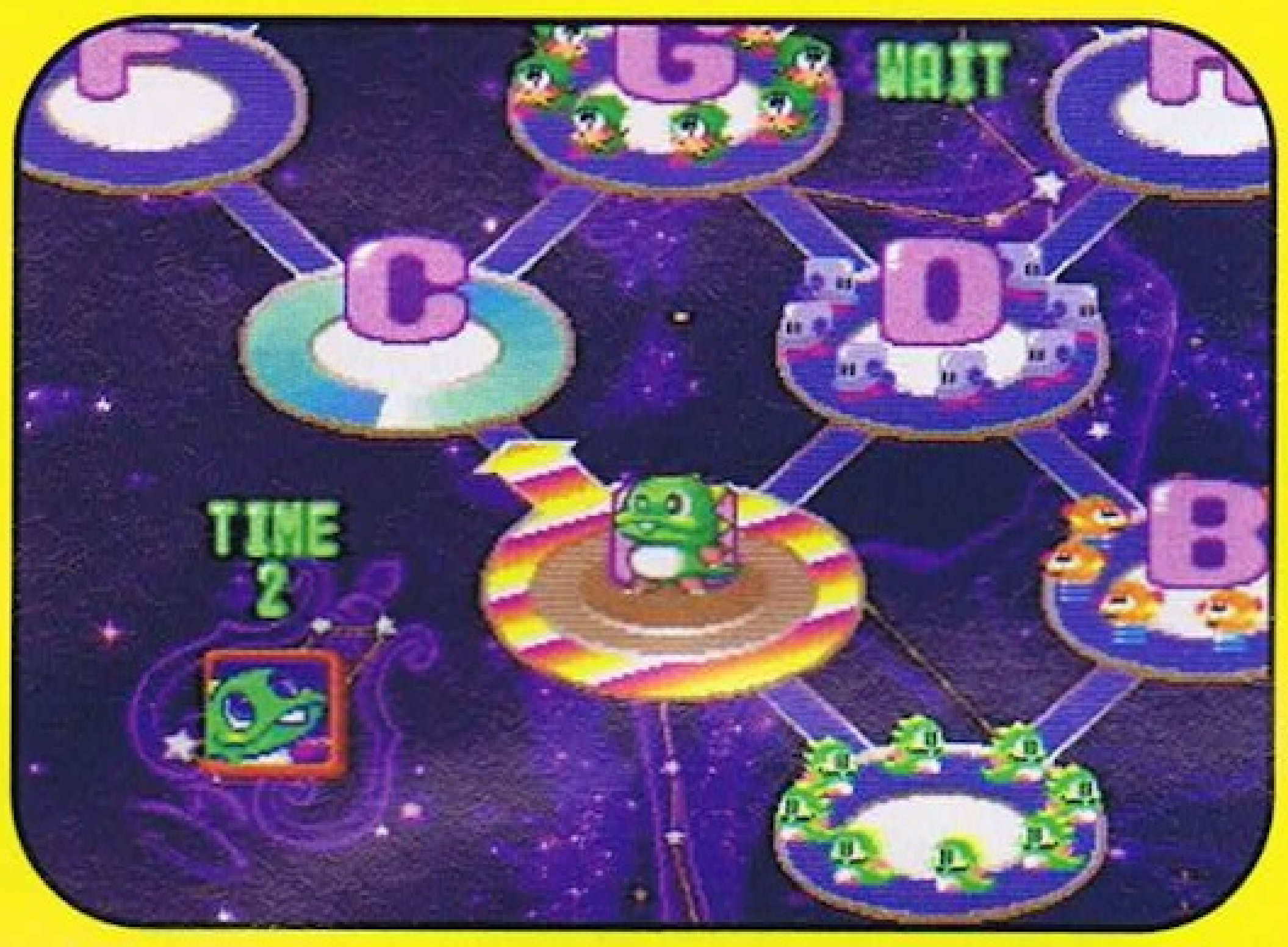
▼ No two-stick control, split-screen predictability instead of link cable sneaking. Shame…

Virtual On: great one player game? Alas, no. It's a two-player extravaganza worthy of not inconsiderable merit, but as a solitary experience? Nah. It also lack the two-stick controller that makes play so intuitive. But hell, we love it regardless.

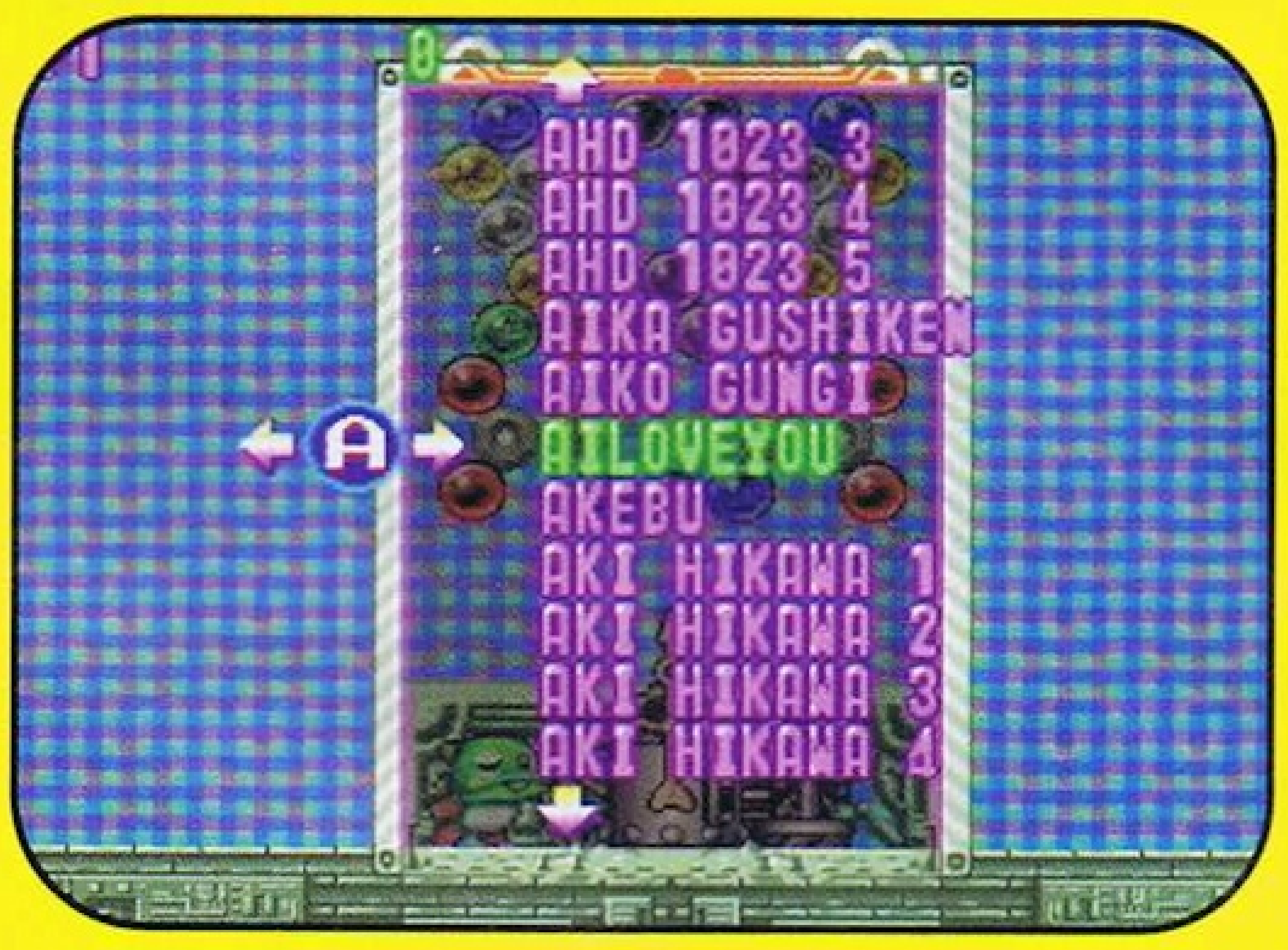
Forever blowing bubbles

Bust A Move 3 has a group of different play modes. Here's your at-a-glance guide…

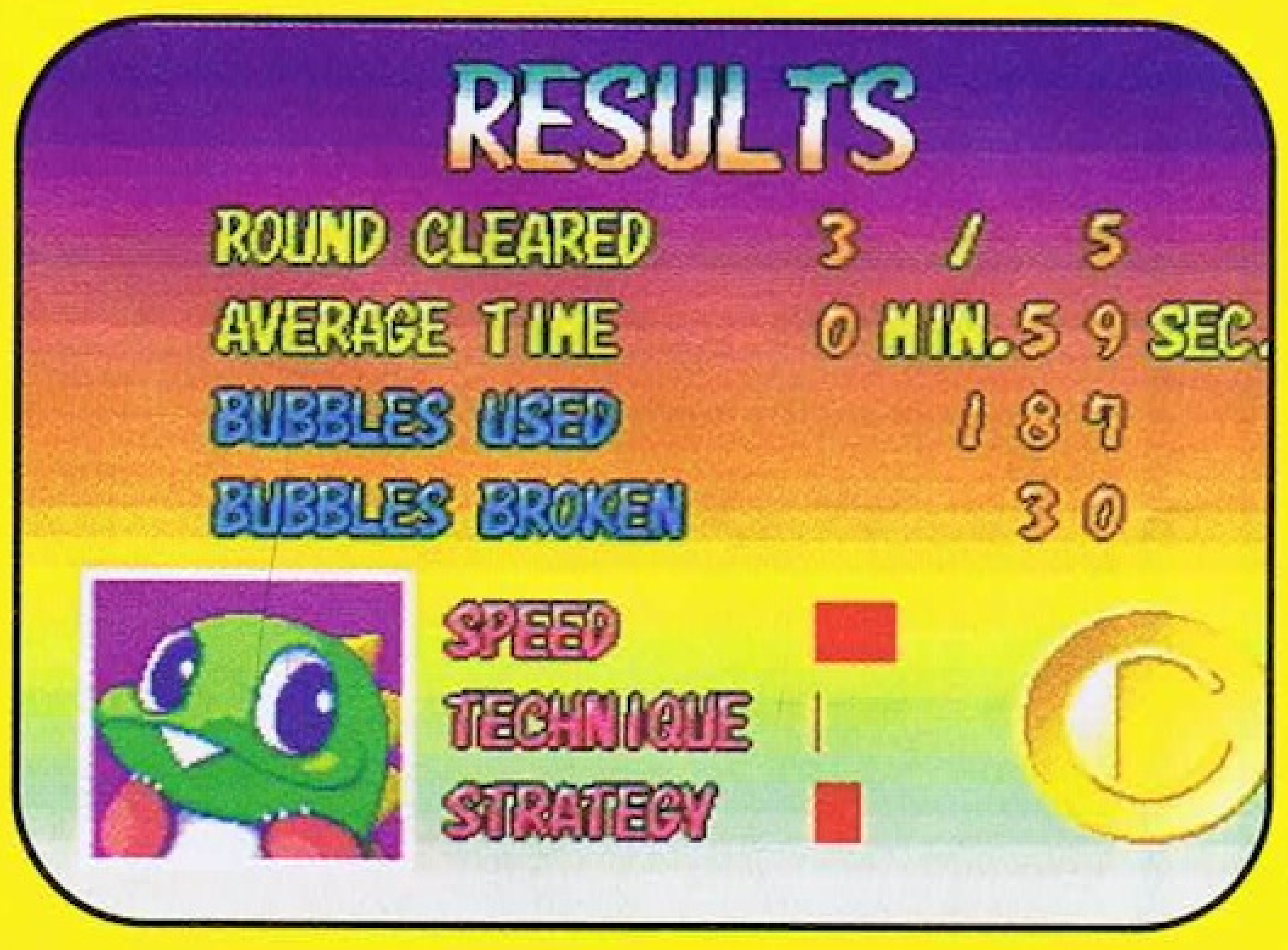
Puzzle
BAM3's Puzzle mode will be familiar to *BAM2* addicts – it's largely the same, albeit with the inclusion of new puzzles.



Collection
Collection mode is, surprisingly enough, a collection of different *BAM3* courses to try out. There are hundreds to play through…



Challenge
This is possibly the main addition to *BAM3*. Challenge mode pits a player against 25 courses, with grades awarded for performance.



RESULTS

ROUND CLEARED	3 / 5
AVERAGE TIME	0 MIN. 5 9 SEC.
BUBBLES USED	1 8 7
BUBBLES BROKEN	3 0

Arcade
Bust A Move in its most addictive form – be it against the console or another player. The addition of new characters and counters adds a little spice.

Bust A

Bub, Bob and a host of new characters with their own, very special, bubblicious abilities are set to *Bust-A-Move* once more…

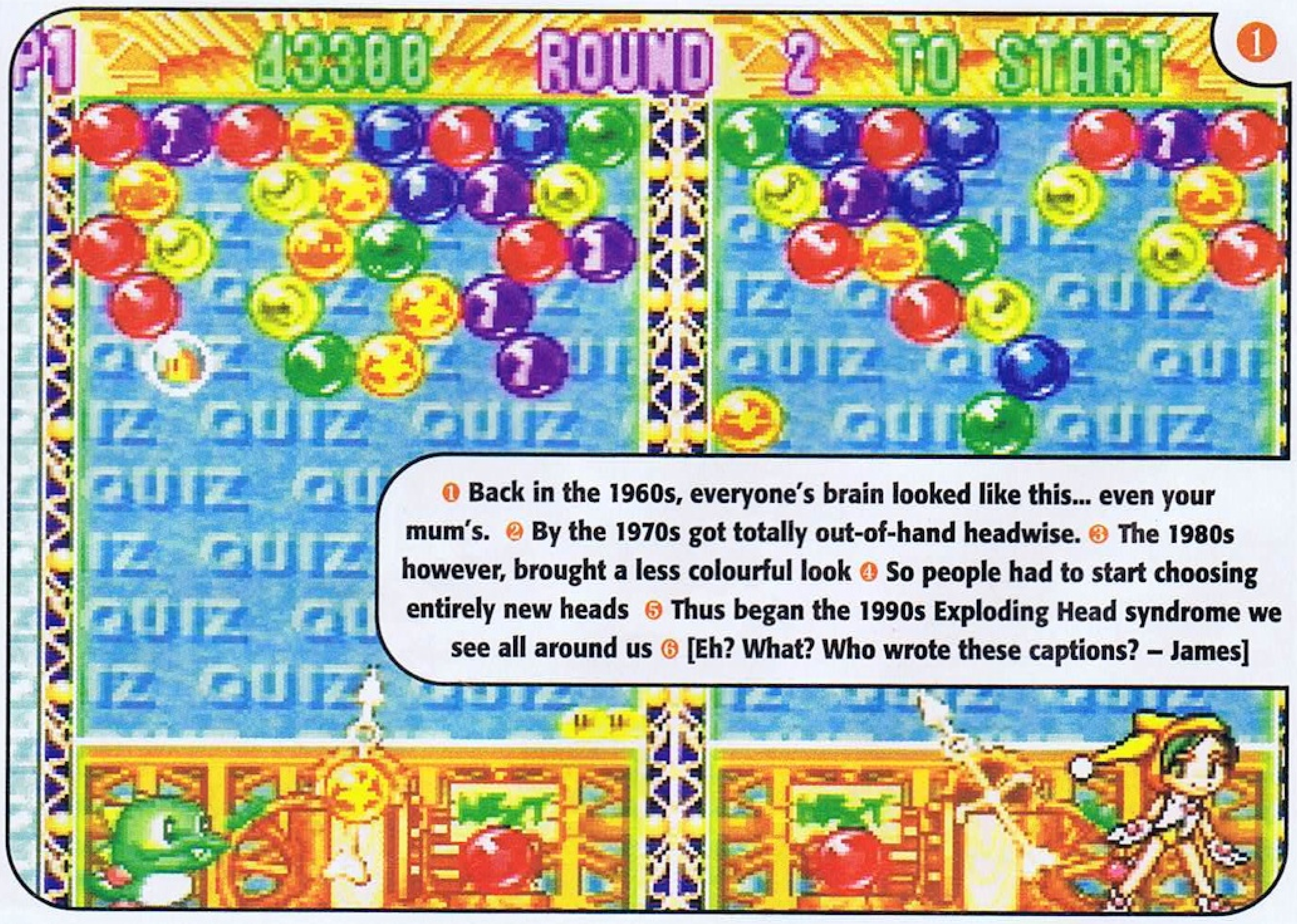
Ah, the update; the oft-annual sweeping of cobwebs from an old design to make room for a few throwaway features. Cheap and cynical marketing ploy, or a case of catering for a genuine need? The joys of living in a profit-led society are many and varied indeed. But if everyday activities such as expressing individuality through wearing brand-name clothes, working a nine-to-five and paying over a tenner for CDs that cost roughly thirty pence to manufacture ever get too much, one can always opt out for a few hours, sitting slack-jawed playing a videogame. And, if that game just happens to have bubbles in it then hey, why not?

Bust-a-Move 3 is, for all intents and purposes, *Bust-A-Move 2*, with a range of new features. Chief among these is the ability for players to choose a character. Naturally, *BAM* stalwarts Bub and Bub are still on call, but a variety of other cartoon creations are also available. Were this to be a mere choice of sprite to adorn the appropriate side, it'd be a woefully shallow option.

However – and perhaps following the example set by Capcom's *Super Puzzle Fighter* – each competitor has a different ability in one-on-one matches. The type of bubbles added to their opponent's side are unique to each combatant; while Bub still returns only normal bubbles, some new characters return obstacles that can only be removed by certain bubble combinations.

> **"…the most noteworthy new feature is Challenge mode… five screens to clear with a different emphasis for each"**

These new devices complicate the simple *Bust-A-Move* concept, providing additional chal-



① Back in the 1960s, everyone's brain looked like this… even your mum's. ② By the 1970s got totally out-of-hand headwise. ③ The 1980s however, brought a less colourful look ④ So people had to start choosing entirely new heads ⑤ Thus began the 1990s Exploding Head syndrome we see all around us ⑥ [Eh? What? Who wrote these captions? – James]

Developer . . . . .Taito **Release Date** . . . . . . .October
Players . . . . .One-two **Acclaim** . . . ☎ (0171) 344 5000

Move 3

4
PUZZLE BOBBLE
1P
2P

lenge. One kind of bubble only disappears after all surrounding spheres are dispatched, with only one type of colour in contact for the final, decisive shot. Another type is similar, it disappears once all connected objects are removed. It can be found in Puzzle and Challenge modes in wall-like lines, encouraging quick thinking and considerable shot dexterity from the player.

Additions to the *Bust-A-Move* feature portfolio aren't quite as significant as *BAM2* owners may hope for but, for the uninitiated and experienced player alike, they're hardly unwelcome. Perhaps the most noteworthy new feature is the Challenge mode, where players are given a series of five screens to clear with a different emphasis for each. These vary from high-speed bubble firing with a rapidly-descending ceiling, to a more thoughtful kind of round, where players attempt to dislodge a mass of spheres with a few well-placed shots. Once each group of screens have been cleared, a grade is awarded, before the player begins the next round.

Another new option is the Collection mode. This provides an enormous list of different *BAM* screens that players may choose and try out. These can be approached in any order, are varied in style and provide a welcome alternative for those wishing for a quick game rather than the progressive format favoured by other modes.

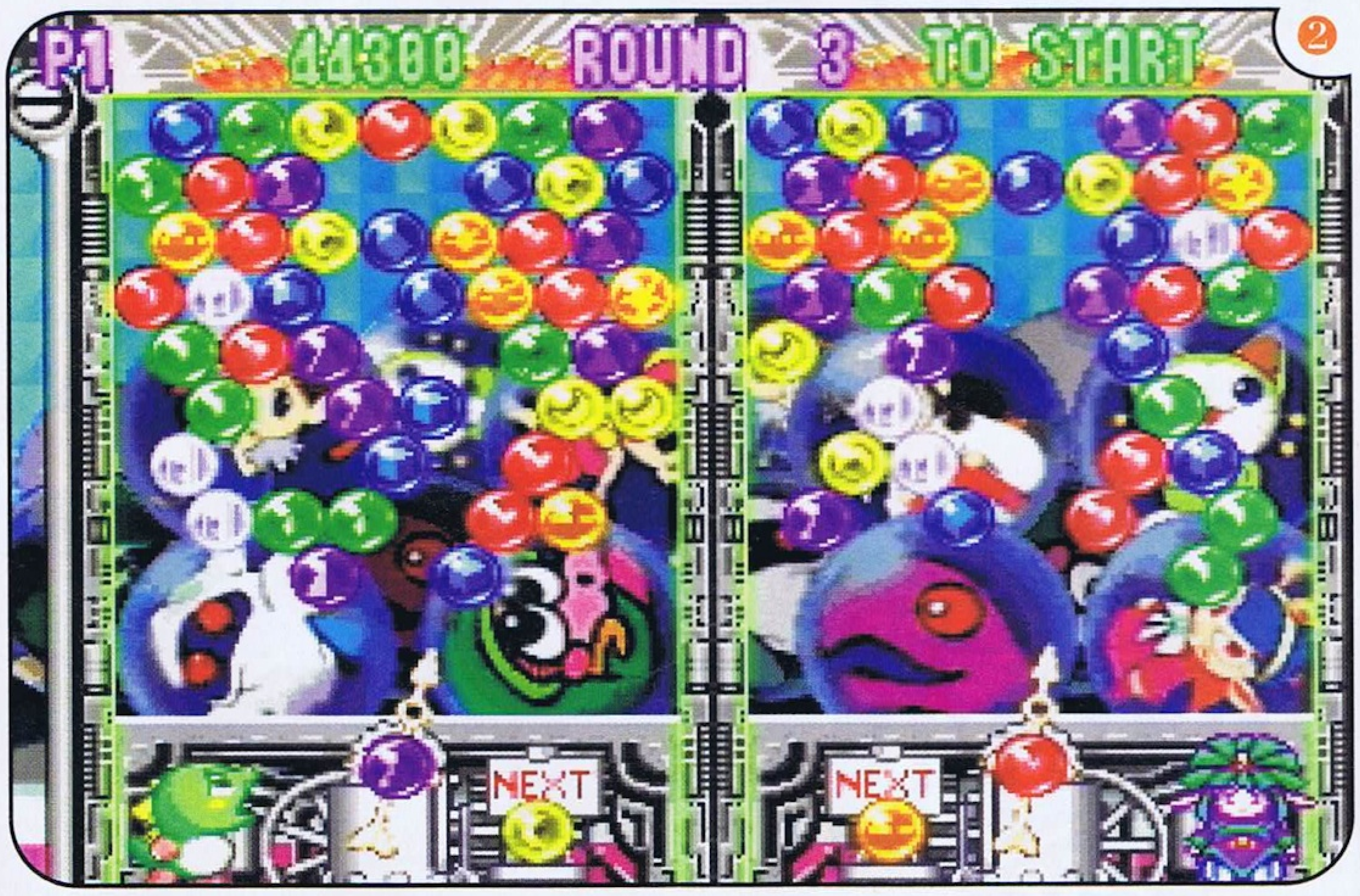
Like its predecessor, *Bust-A-Move 3* is an enjoyable solitary experience, but with two players it's an undisputed classic. Acclaim are currently adding finishing touches before its November release… and if they just happen to release it for a sub-£30 RRP (like *BAM2*), all the better.

James Price

3
1670 ROUND 3
ELAPSED TIME IS
37 SEC.
NEXT

5
P1
1450 ROUND 3
NEXT

6
280550 ROUND 10 TO START
NEXT



COMPARISON

Super Puzzle Fighter Turbo 2
▲ Hadoken! KerrrrrrPOW!
▼ No chicken noises

***Puzzle Fighter* is a fine game. But does it have chicken noises? Alas, no. *Bust-A-Move 3* retains the squawking of its predecessor and, in doing so, stands upon the solid foundations only barnyard noises can provide. "Squawk SQWARK!" it utters. And rightly so. *Puzzle Fighter* offers the odd "Hadoken!", little more. A tragedy.**

NEXT
NEXT
CAUTION
PUZZLE FIGHTER II
SCORE NORMAL SCORE
088966 002090

AS LIAM AND NOEL SEEM TO PREFER GESTURES TO WORDS, YOU'D EXPECT THEM TO LIKE THE STATION WITH LESS TALK.

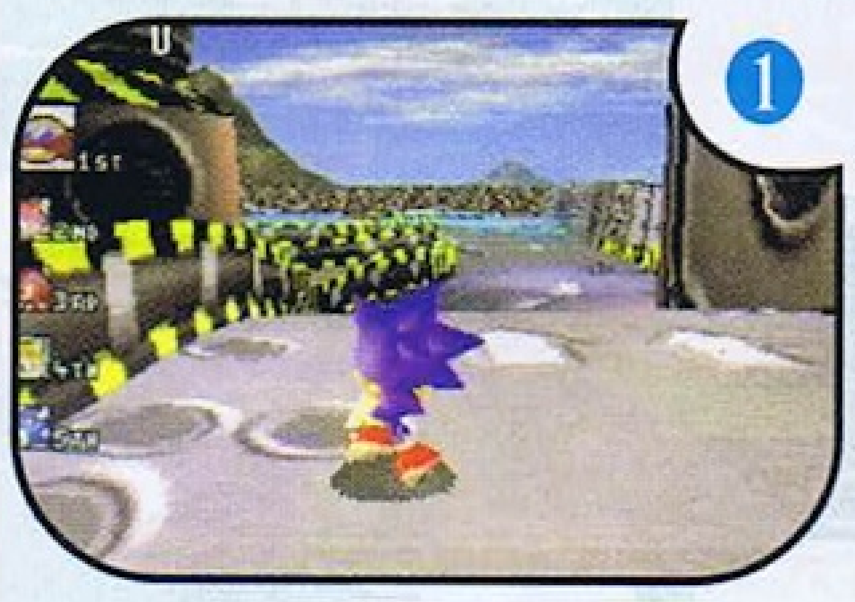
LONG WAVE RADIO
ATLANTIC
252

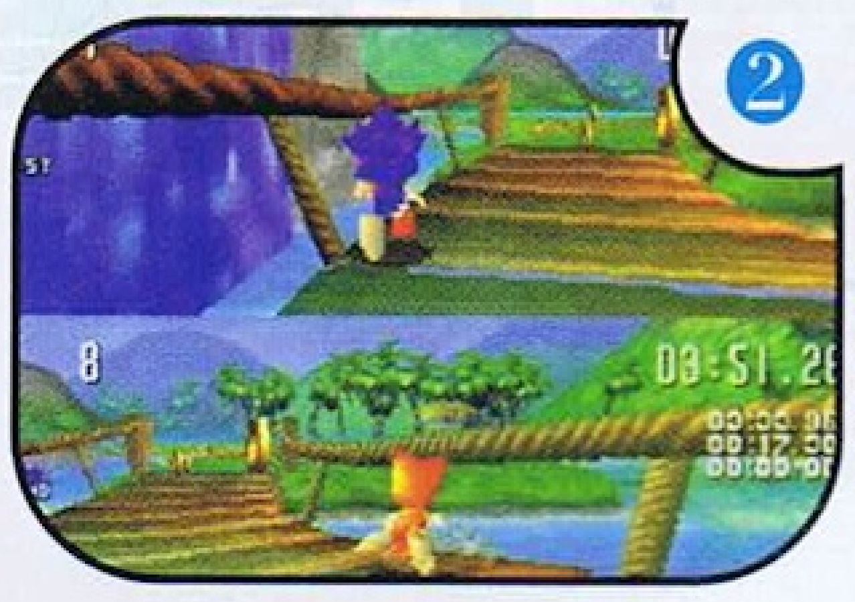
SEGA Update

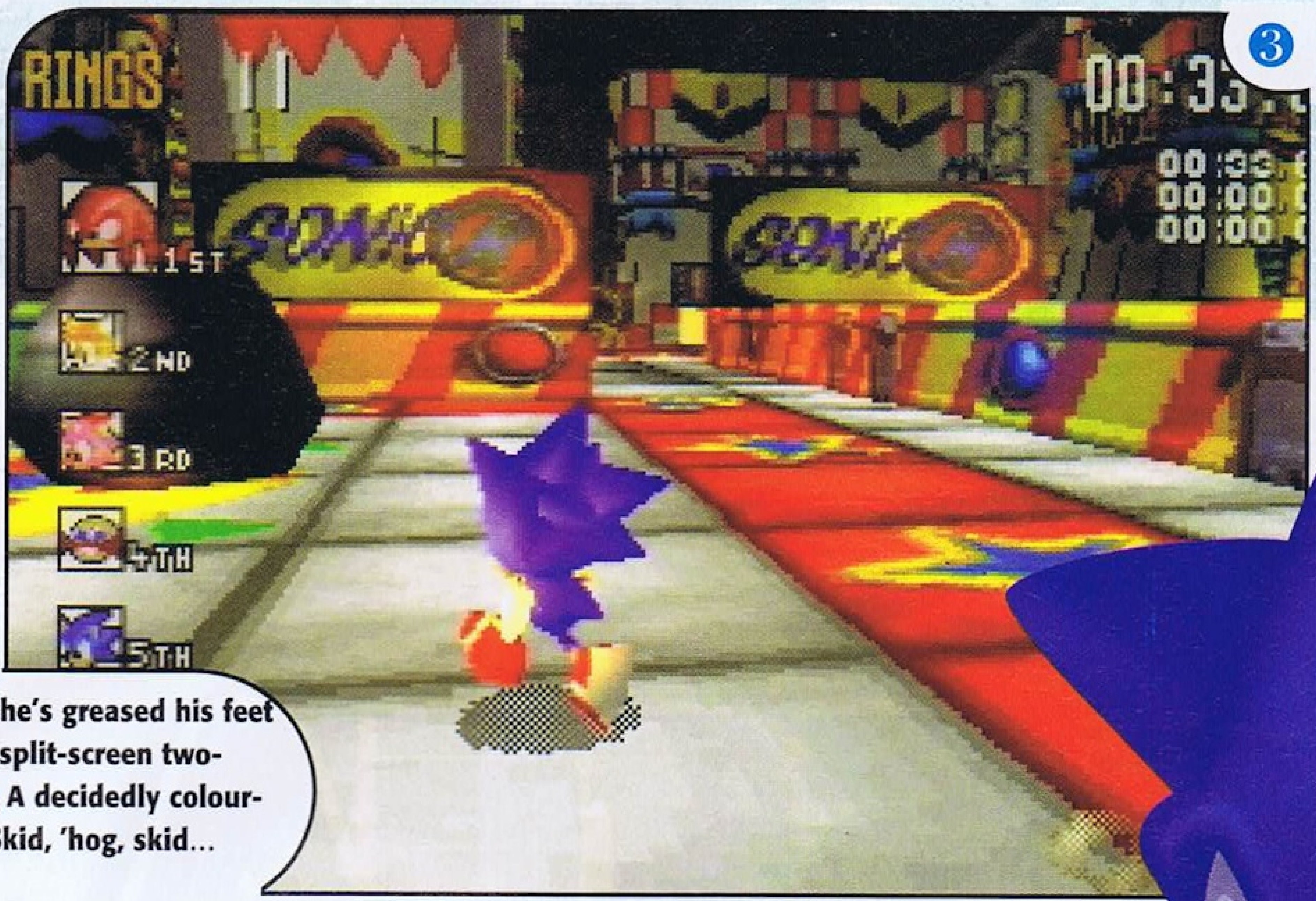
Sega's Xmas line-up is one to rival that of any other format. *Quake*, *Touring Car*, *Sonic R*, *Duke Nukem*… an incredible range of titles, with the likes of *Steep Slope Sliders* and *Grandia* set to follow in early '98. Read about them first in *SP* – right here, right now…

NEXT ▸ Round1
次のレースまでしばらくお待ちください。
TIME LEFT 41
TIME LEFT 40
SPEED
LOCATION
EXTREME 02
LAP TIME
1ST 3:52
KINGS

Duke Nukem, the first of Sega's fourth-quarter crackers, is reviewed on page 68. It is, without doubt, one of the finest games we've played in ages. Go see for yourself.







① Sonic skids around corners as if he's greased his feet with chicken fat. No, really. ② The split-screen two-player mode. Very fine it is, too. ③ A decidedly colourful area. ④ Waterfall! Wahey! ⑤ Skid, 'hog, skid…

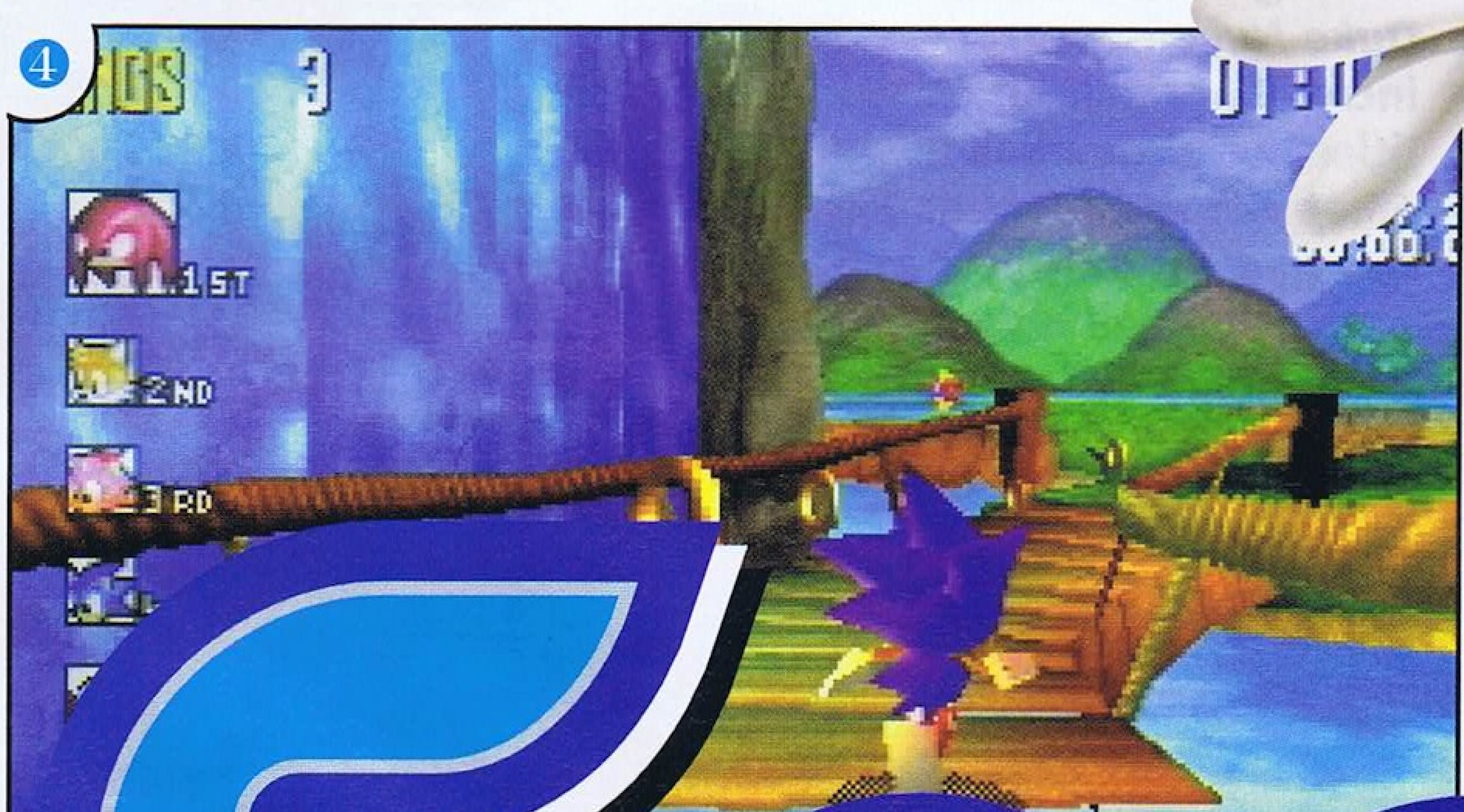
Sega are 'hedgehoging' their bets on a racing game this Xmas. It has Sonic in it. And it's looking damn fine…

Platform games, racing games; console stalwarts both, genres courted and cursed by consumer and developer alike. Sega, long-term exponents of both, have a plan: to fuse both game styles, creating a Frankenstein's Monster in polygon form. Like calling boxer shorts 'french knickers' and selling them to women, it's a simple idea that no one considered before. Who else but Mr Sonic The Hedgehog could fill the lead of such a production?

But what to call such a momentous release? Pay homage to the established videogame tradition of adding a superlative to a signature character's moniker? Opt for the simple, yet functional: Sonic… Racing, Race, Racer? But no, no and *thrice* no. Sega choose '*Sonic R*'… a brazenly intriguing name. Is the '*R*' of the title an abbreviation? Or should it be pronounced in a growl: *Sonic* "*Rrrrrrr*"? It could, of course, be anything. Anything being, naturally, everything, and taking all that begins with 'R' and choosing at random, one comes to the conclusion that 'R' stands for Recidivist and not, as was previously believed, 'Rhubarb'.

Ahem. The facts: *Sonic R* is a rac-

> **"*Sonic R* now has a confirmed two-player mode… and we've tried it… and quite marvellous, it is too…"**



Sonic

Developer ....Travellers Tales **Release Date** ......November
Players ....One/Two **Sega** .....☎ (0181) 995 3399

It takes two, baby

Sonic R now has a confirmed two-player mode... and we've tried it. Marvellous, it is. A one-on-one battle, it uses a split screen. There's no reduction in *SR*'s prodigious speed but, lamentably, background detail has to be reduced to cope with the demands of running two games at once. Multi-player games tend to bring out the worst in everyone's vocabulary. We've compiled the following list of phrases we used while playing that you may want to remember for November...

"Argh! Wall!"

"Sonic has fleas, you know."

"I'm going to run you over... and leave you for the crows."

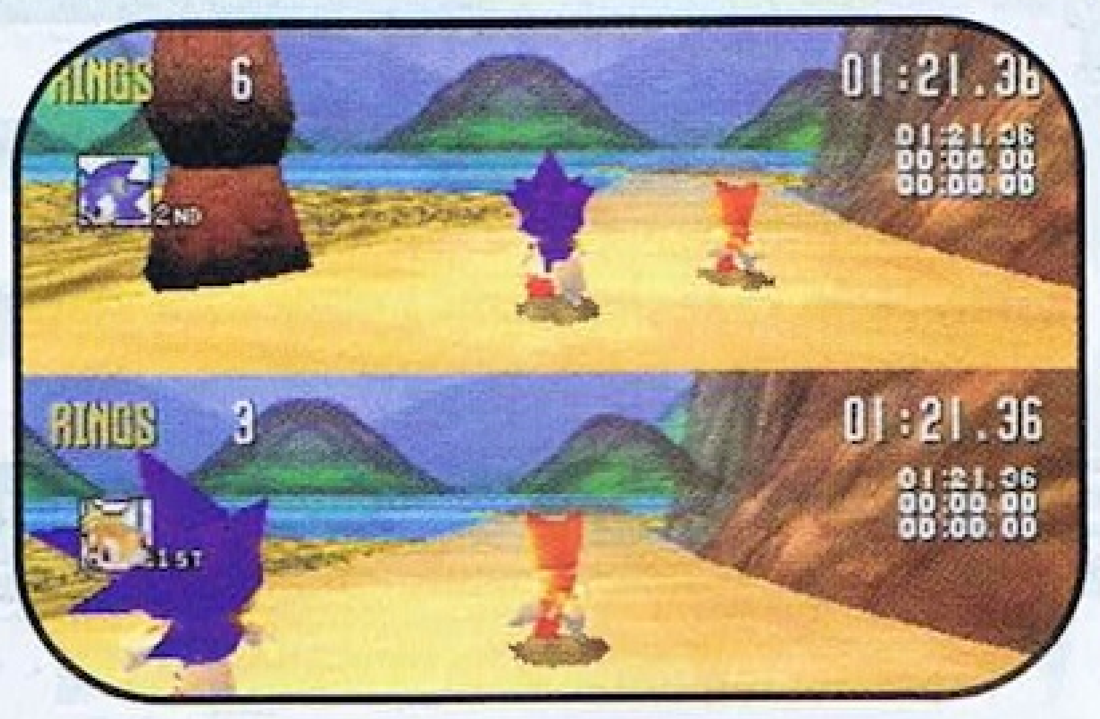
"Glub glub glub."

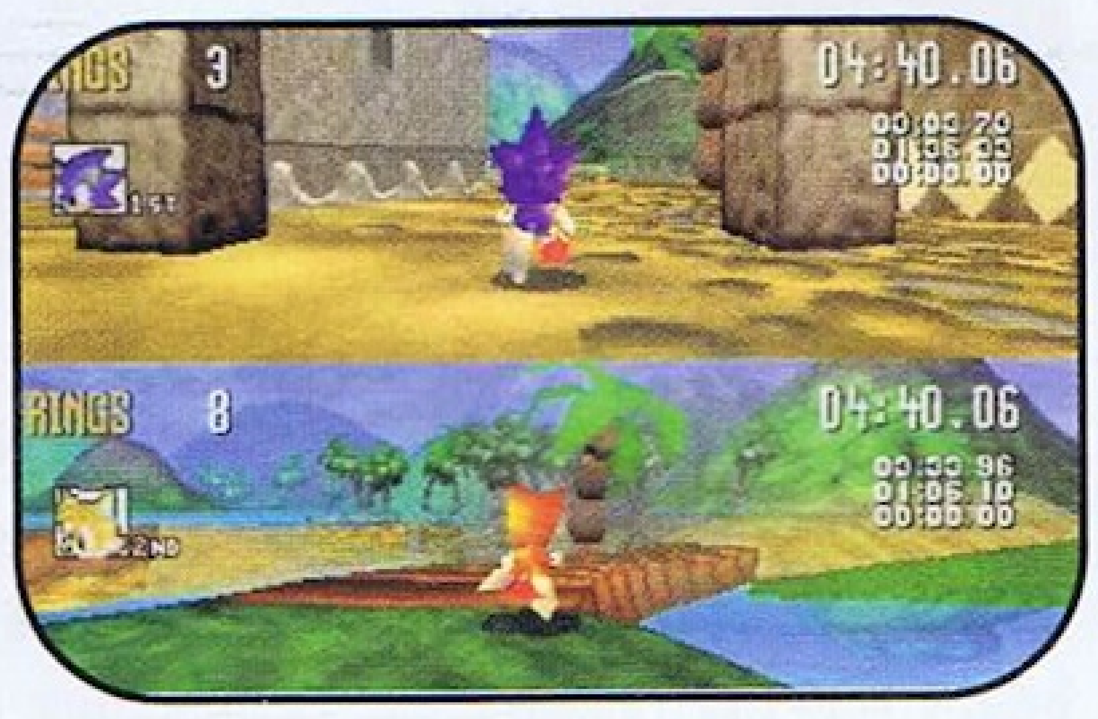
"Houston, we have a negative on that orbit trajectory."

"Mum, Mum... Tell Kevin!"

"There's no other taste to beat PG."

If an infinite amount of monkeys were given an infinite number of typewriters, one would – or so it's said – eventually write the works of Shakespeare. Yet, strangely, it takes just *one* equipped with an Apple Mac to write a *Sonic R* box-out. I thank you...





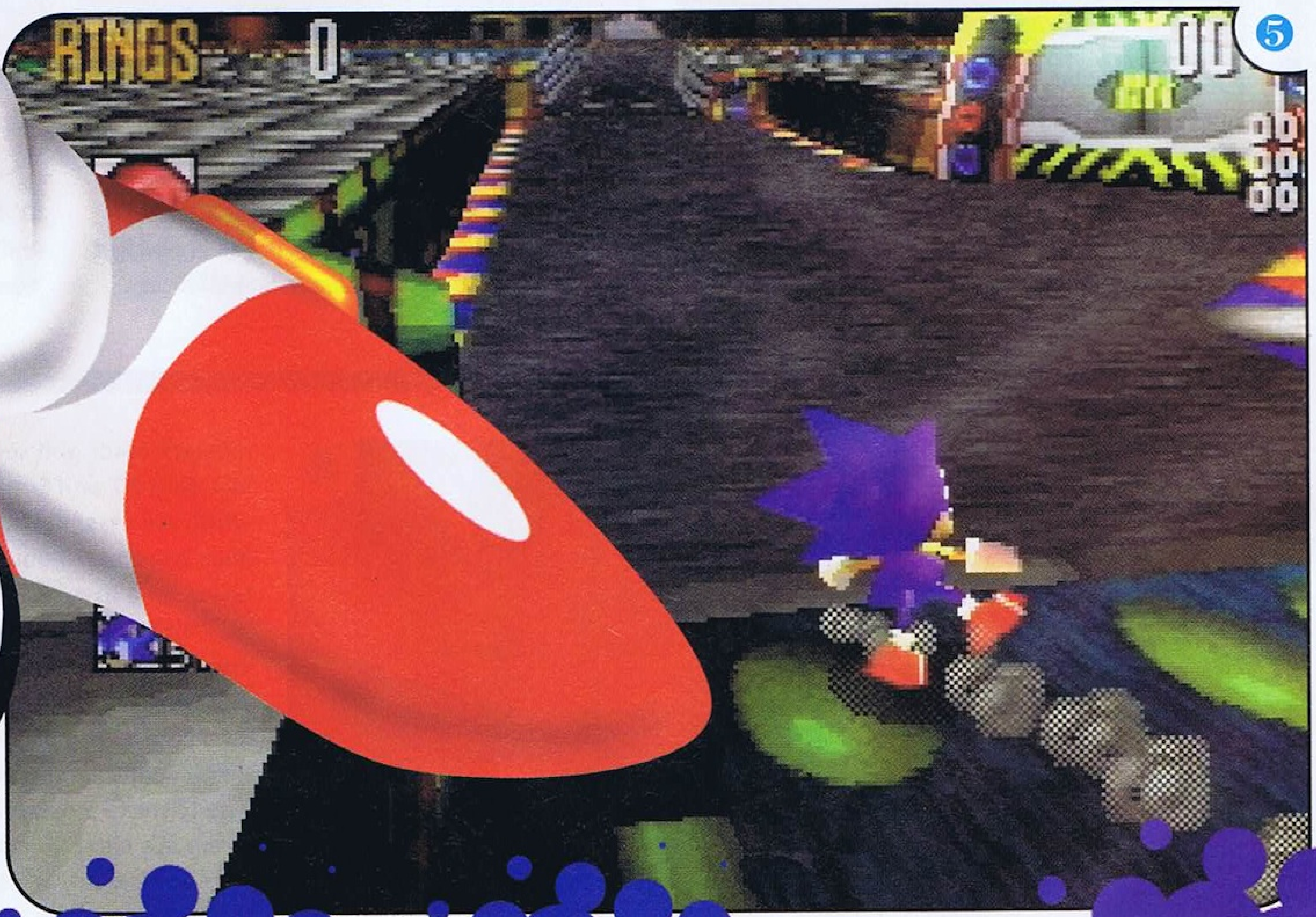
ing/platform hybrid with a slightly crap name. We ran an article on it in **SP04** after seeing the E3 first track demo. It's due for November release, will feature at least six courses and offers players a choice of five characters, including Sonic, Dr Robotnik and Sonic's lass, Amy.

Sonic R is coded by *Sonic 3D* coders Travellers Tales, with the Midas-like hand of Sonic Team guiding development and design. **Saturn Power** has just seen a new version with three, near-complete tracks. We asked to keep it in our office but Sega were having none of that. We tried to steal it. We pleaded... to no avail. If wishes were fishes we'd all run chip shops, I say.

If *Sonic R* isn't the most visually astonishing game on the Saturn, I'd like to know what is so I can gaze slack-jawed at that, too. With stunning water effects, clean, colourful textures and an ultra-slick frame rate, it's a supermodel on the console catwalk. Travellers Tales' technical ability is without question. Each of the three tracks playable at present differ completely in look and design.

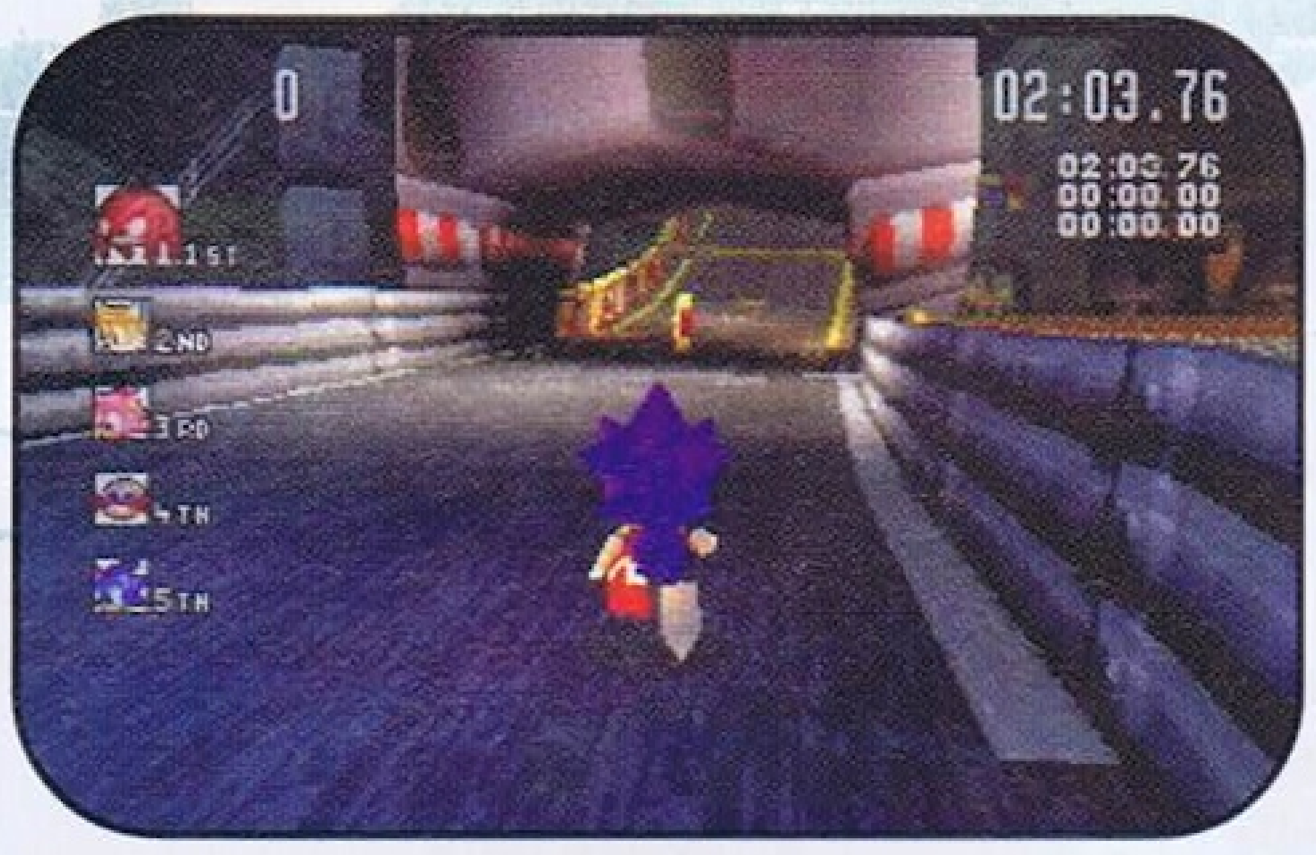
Most people (myself included) would expect *Sonic R*'s character choice option to be, essentially, an arbitrary selection of which arse you'd like stage centre. Refreshingly, it's not. Each character will have unique abilities or handling. Robotnik floats in his hovercar (and, therefore, over water without difficulty), Sonic's hugely fast, Amy drives a car capable of *Sega Rally*-style power drifts and Tails can fly. Knuckles, impressively, can climb.

Such variety suggests *Sonic R* will have a prodigious play life, especially when its many alternate routes are taken into consideration. Each track contains short-cuts,

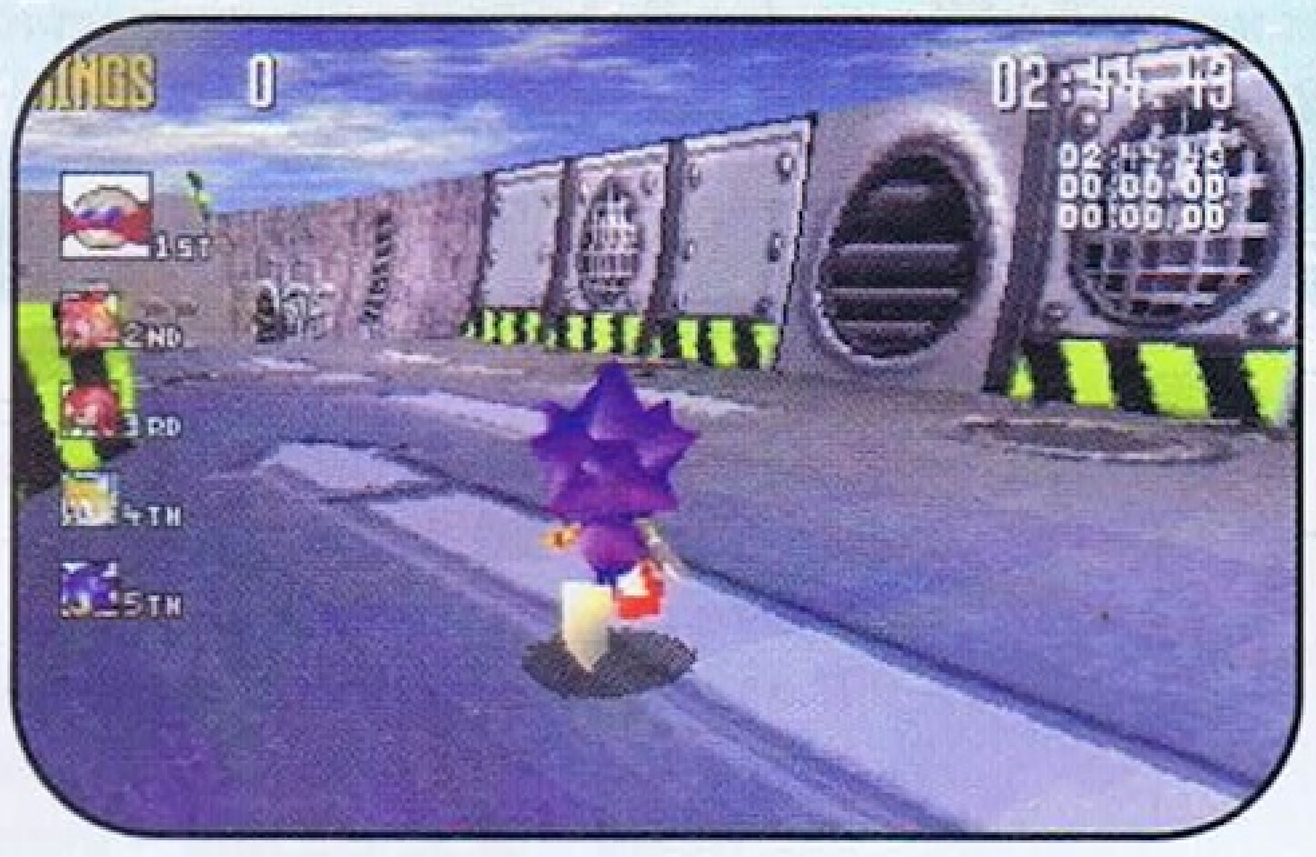

⑤

Trackspotting

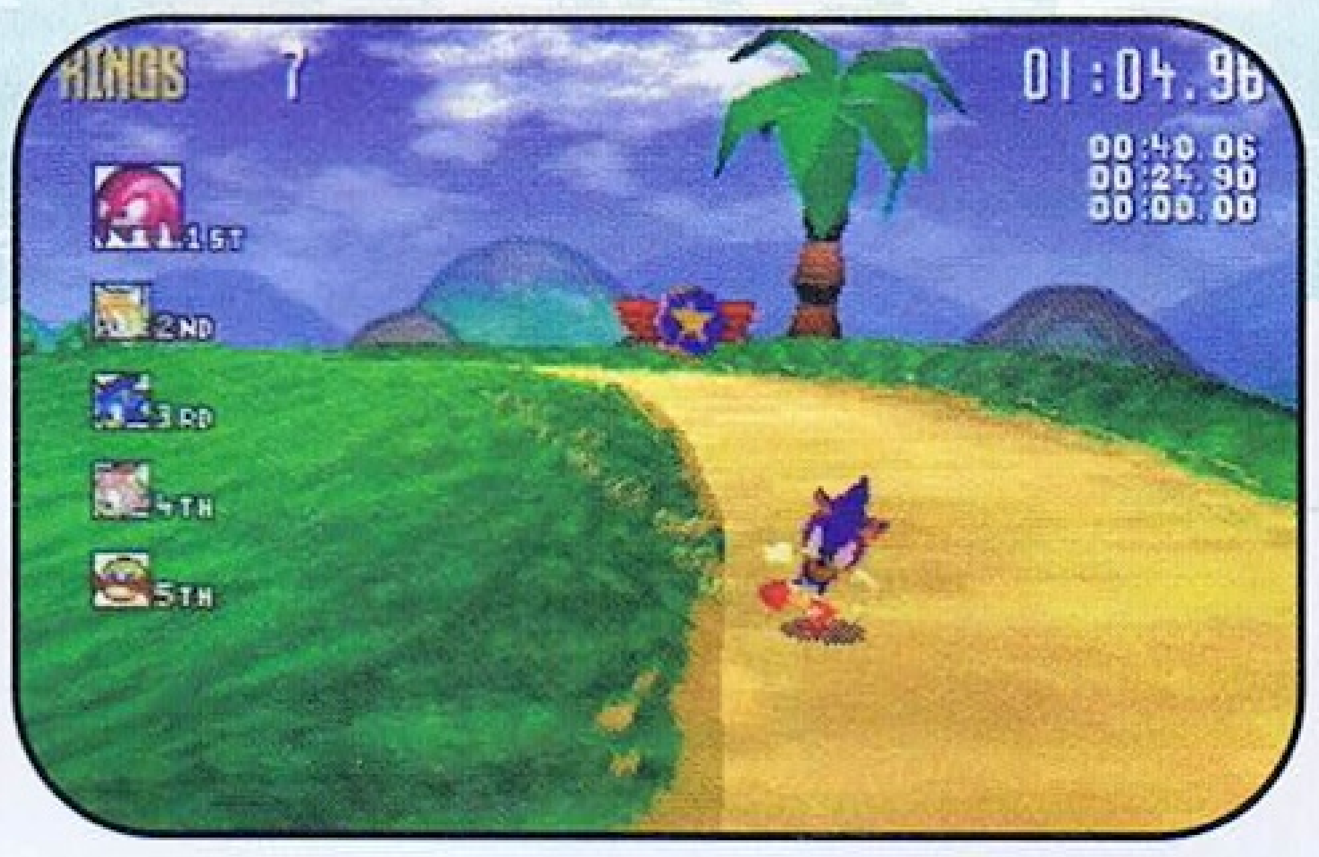
Three tracks were playable in the version of *Sonic R* Sega allowed us to play with… and very impressive they are, too. City, Industrial and Island are the venues on offer. Note that the names may change before *Sonic R* is released…



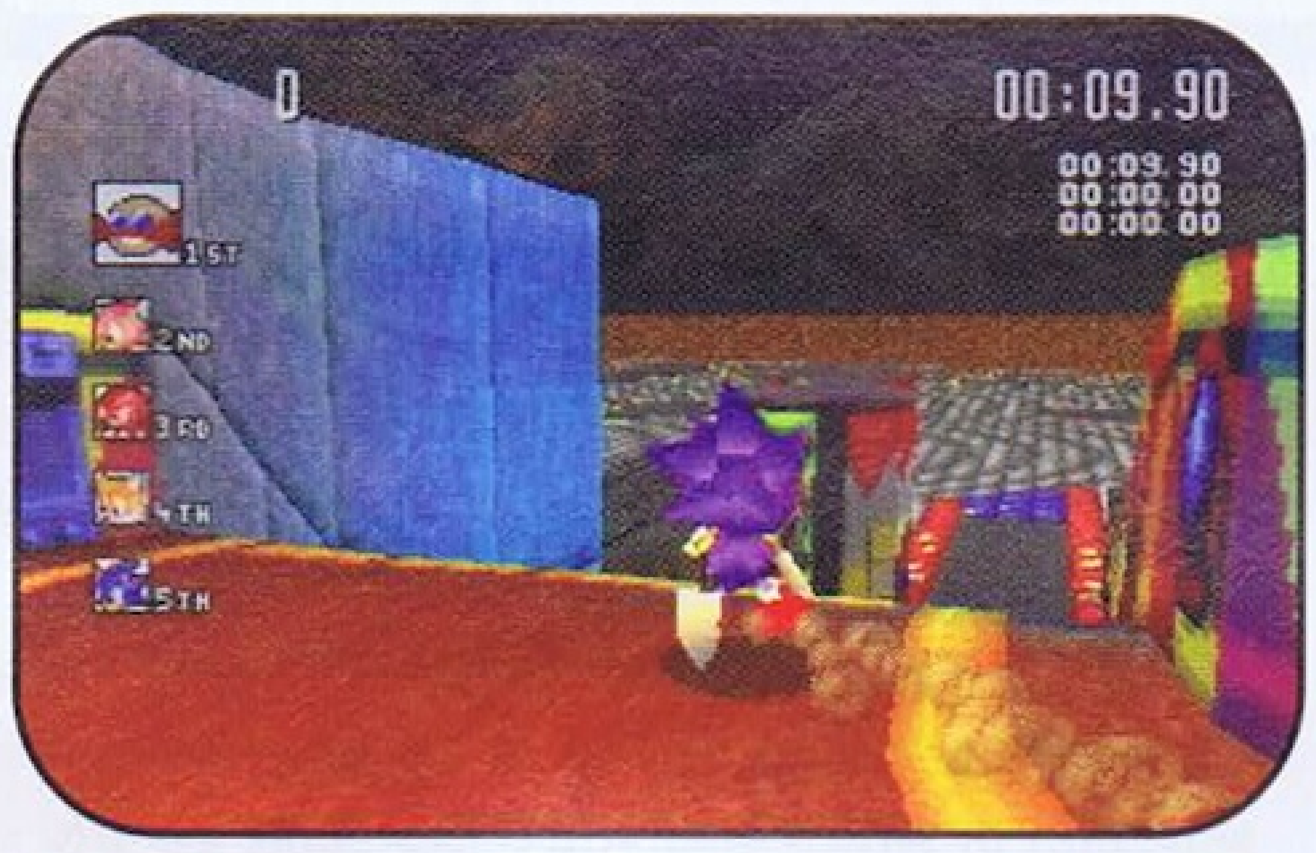
Sonic R's City course is one of the darker tracks on offer. Apart, of course, from some bits that are bright. And the pinball table. Casino Zone, anyone?



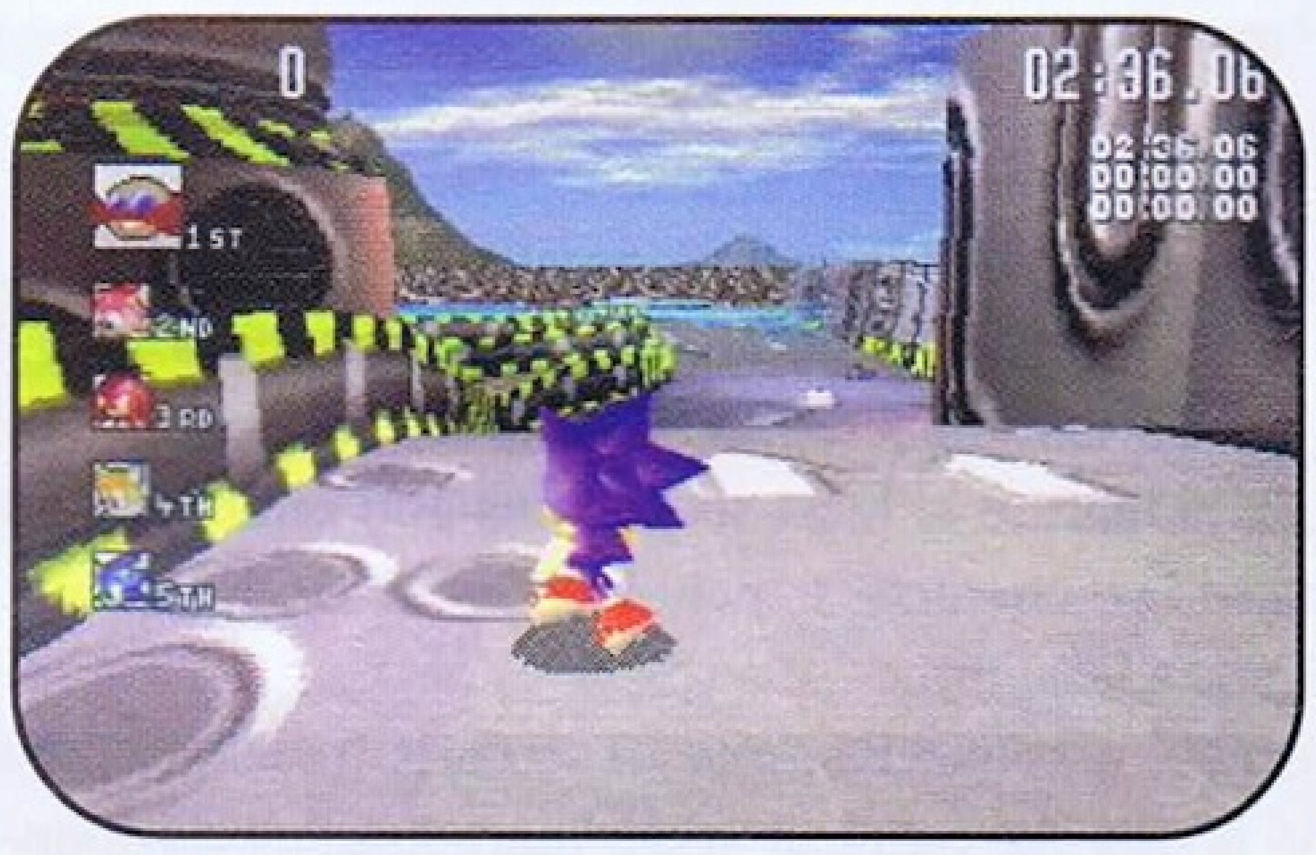
The Industrial zone is, at the time of going to press, around fifty percent complete. It looks great, even if there's no racing to enjoy.



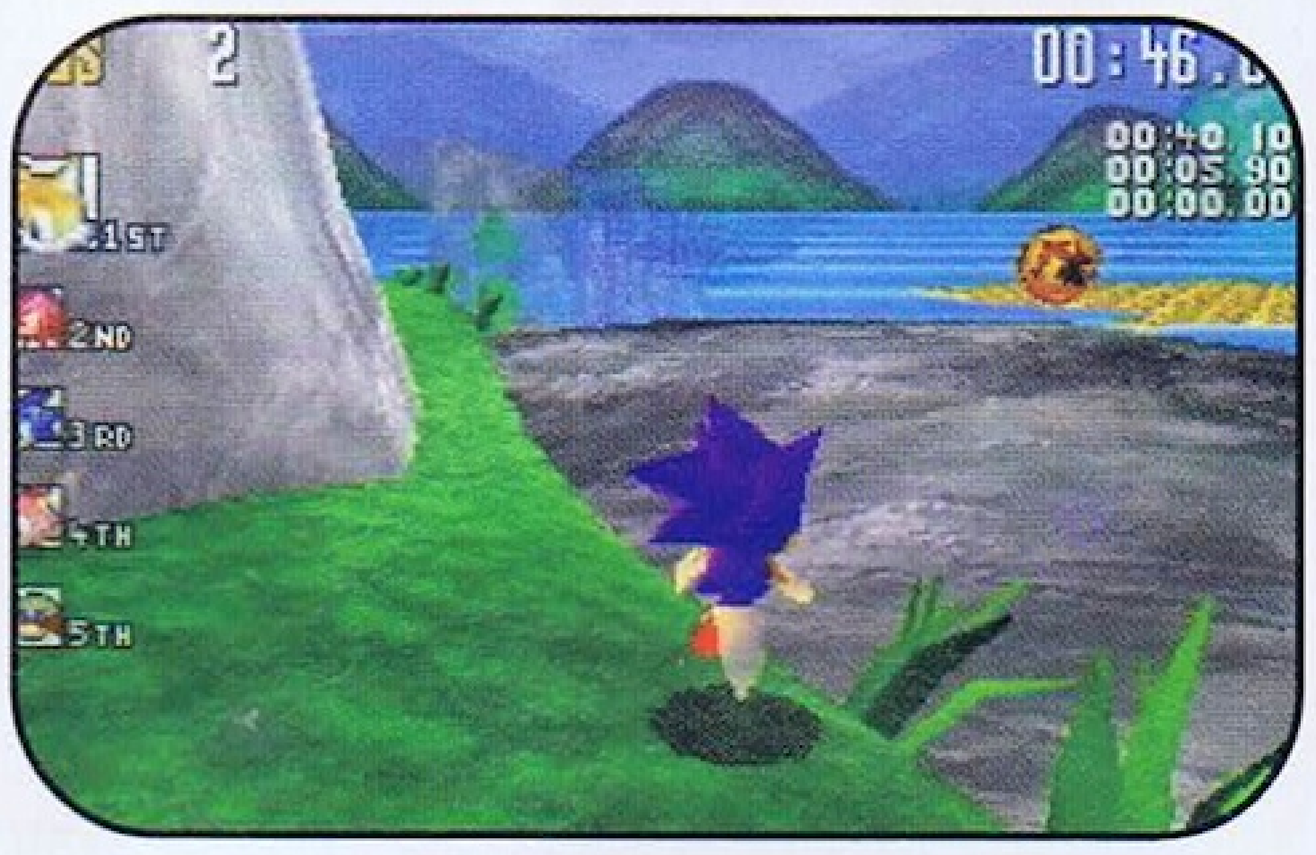
Sonic on the Island track, viewed during a replay. This switches perspective to let players view their performance from different angles.



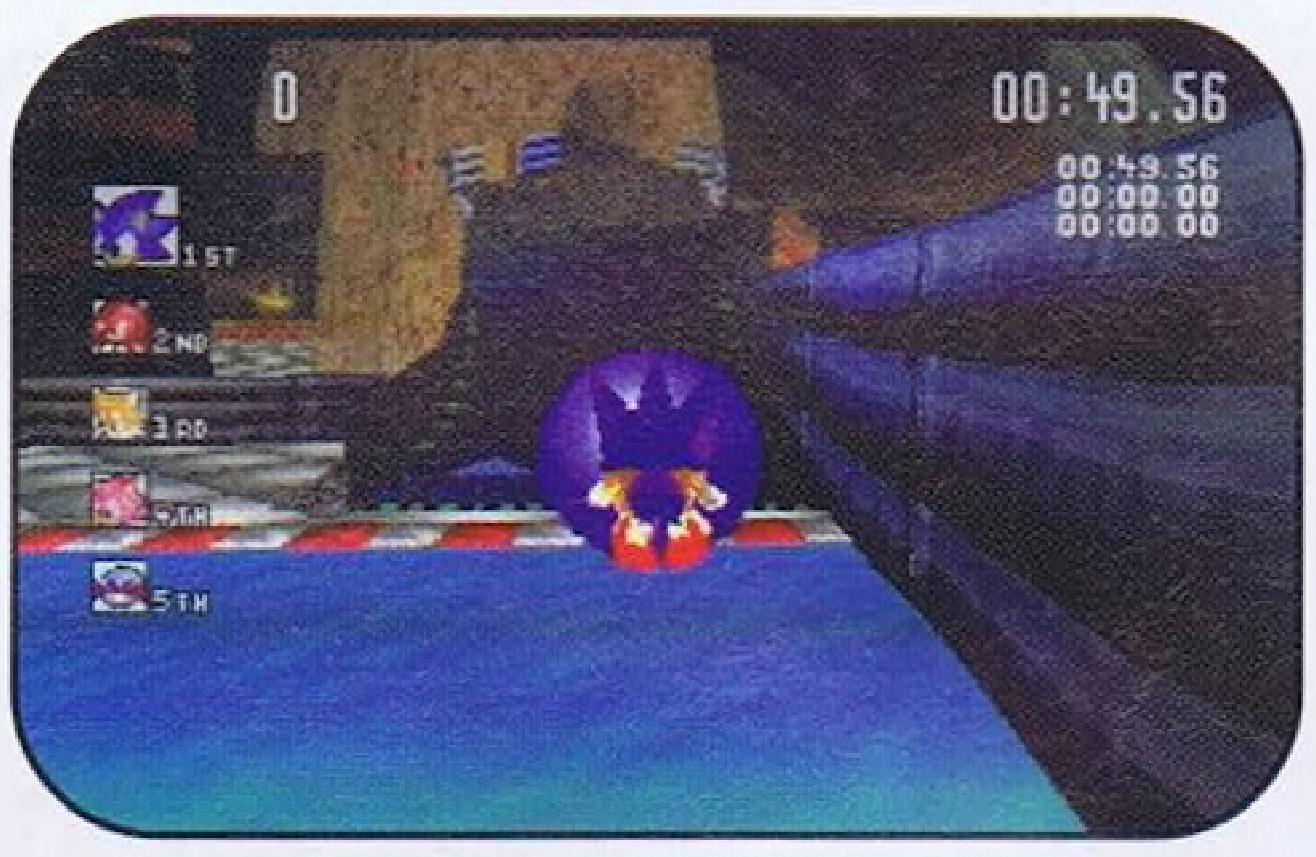
Sonic skids 'round a corner, leaving what looks suspiciously like a cartoon-style fart trail in his wake. Well look… it *does*.



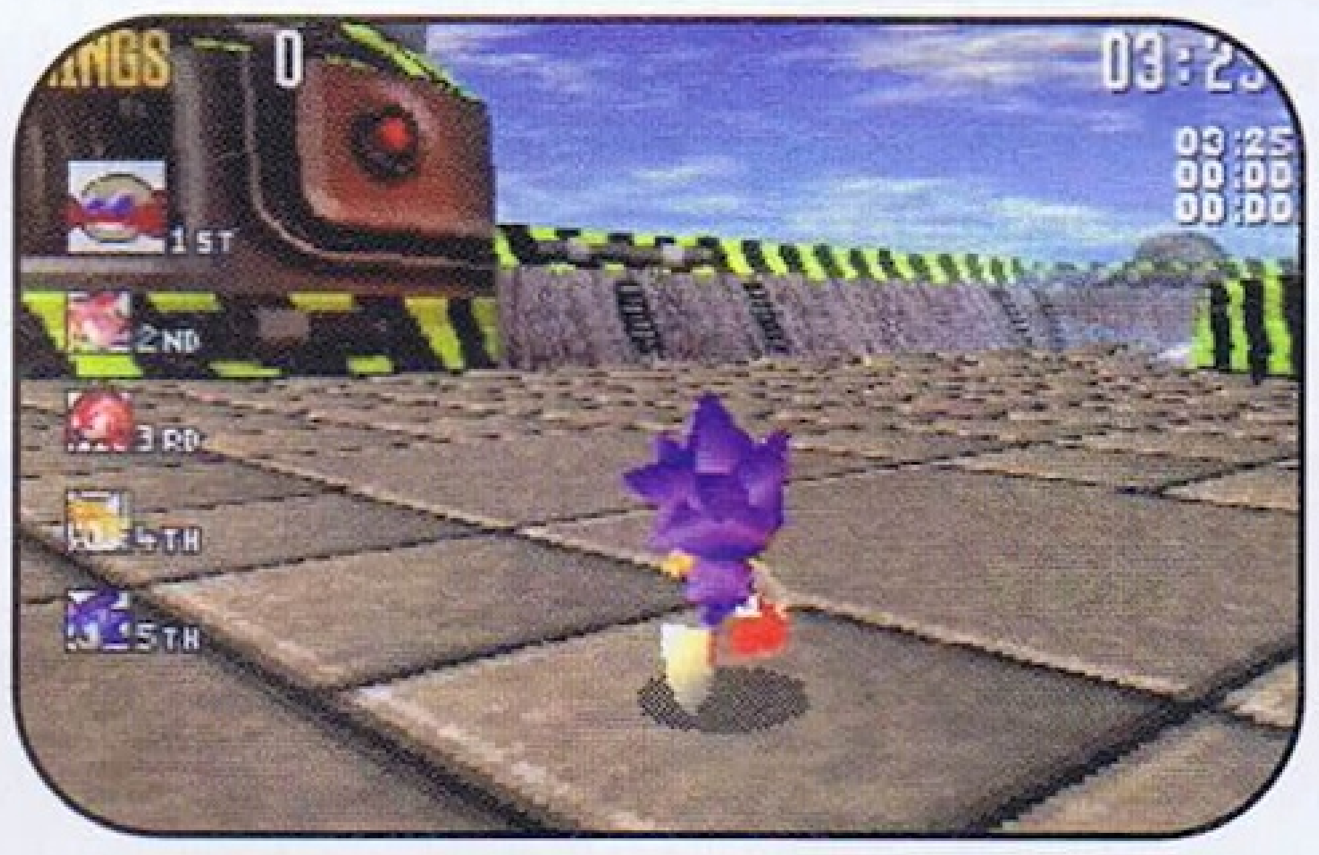
Notice the vague shadow off into the distance? Scenery in *Sonic R* 'fades in' as Sonic runs. This is particularly effective while you're playing.



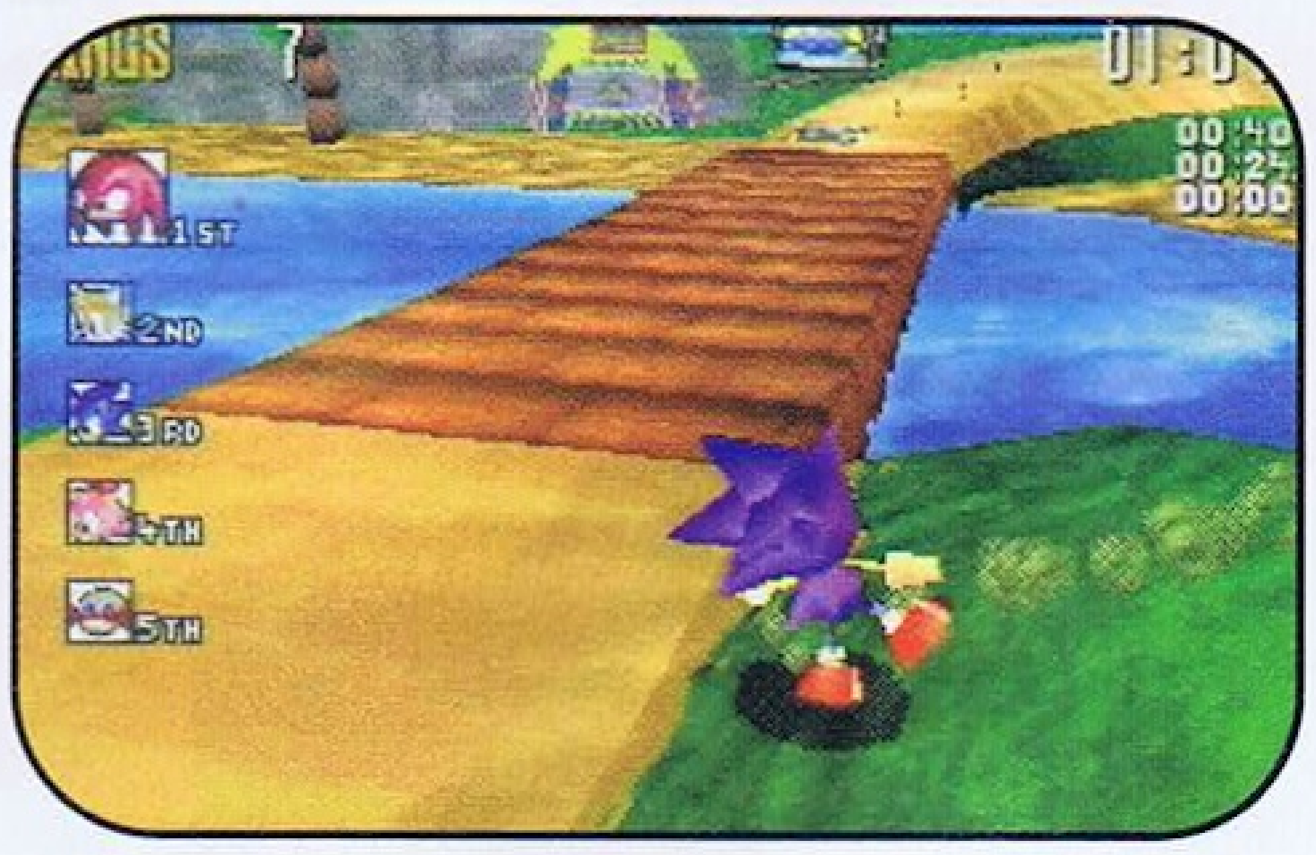
Another example of the subtle re-draw effect can be seen above. Caught in a screenshot it looks rather strange but trust us – it works.



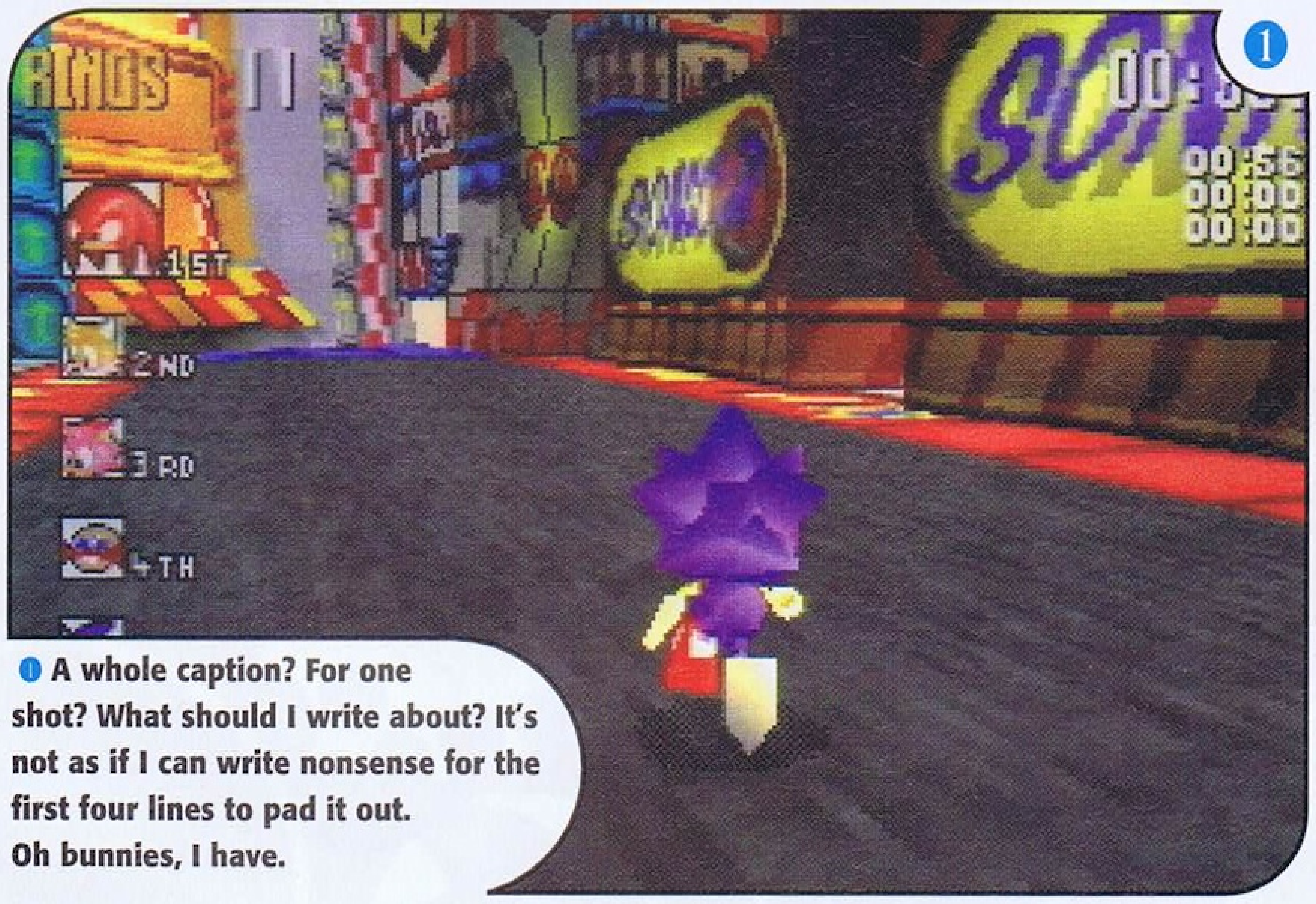
The water effect in *Sonic R* may look pleasant in the screenshot, but you should see it in motion. Lush, it is. Another feather in the *SR* cap.



Coming soon: *Sonic D*, in which 'virtual actress' Laura is replaced by a blue hedgehog in big-budget remake. Honestly. Above: More Industrial racing.



Skidding is, naturally, a large feature in *Sonic R*. And you know what sound effect it makes? 'Eeeeeeeep!' Just like the original *Sonic*. Smart.



① A whole caption? For one shot? What should I write about? It's not as if I can write nonsense for the first four lines to pad it out. Oh bunnies, I have.

different roads and secret areas. There are also, typically, rings to collect. Find 80, and Sonic has a chance of winning Chaos Emeralds which are essential to complete *Sonic R* successfully. Finding a balance between all-out racing and collecting items – not to mention taking time to explore – is the first thing new players must achieve.

Rather than simply offer a Main-Race mode and a Time attack option, Sonic Team are including a number of alternative options. Most original of all is the Tag mode, where four competitors race off on a course. The player must then catch each one in order to 'tag' them. Simple, and no-doubt enormous fun. We like. Another feature sure to make a debut is a Relay mode, in which players must use each of the five characters to complete a race.

Sonic's *proper* Saturn premiere – after a few repeats of earlier Mega Drive outings – could be the game to turn the heads of would-be PlayStation owners this Christmas. If it plays as well as its early promise indicates it will, and, of course, Saturn owners will have reason to dance in the streets with joy. Hooray!

James Price

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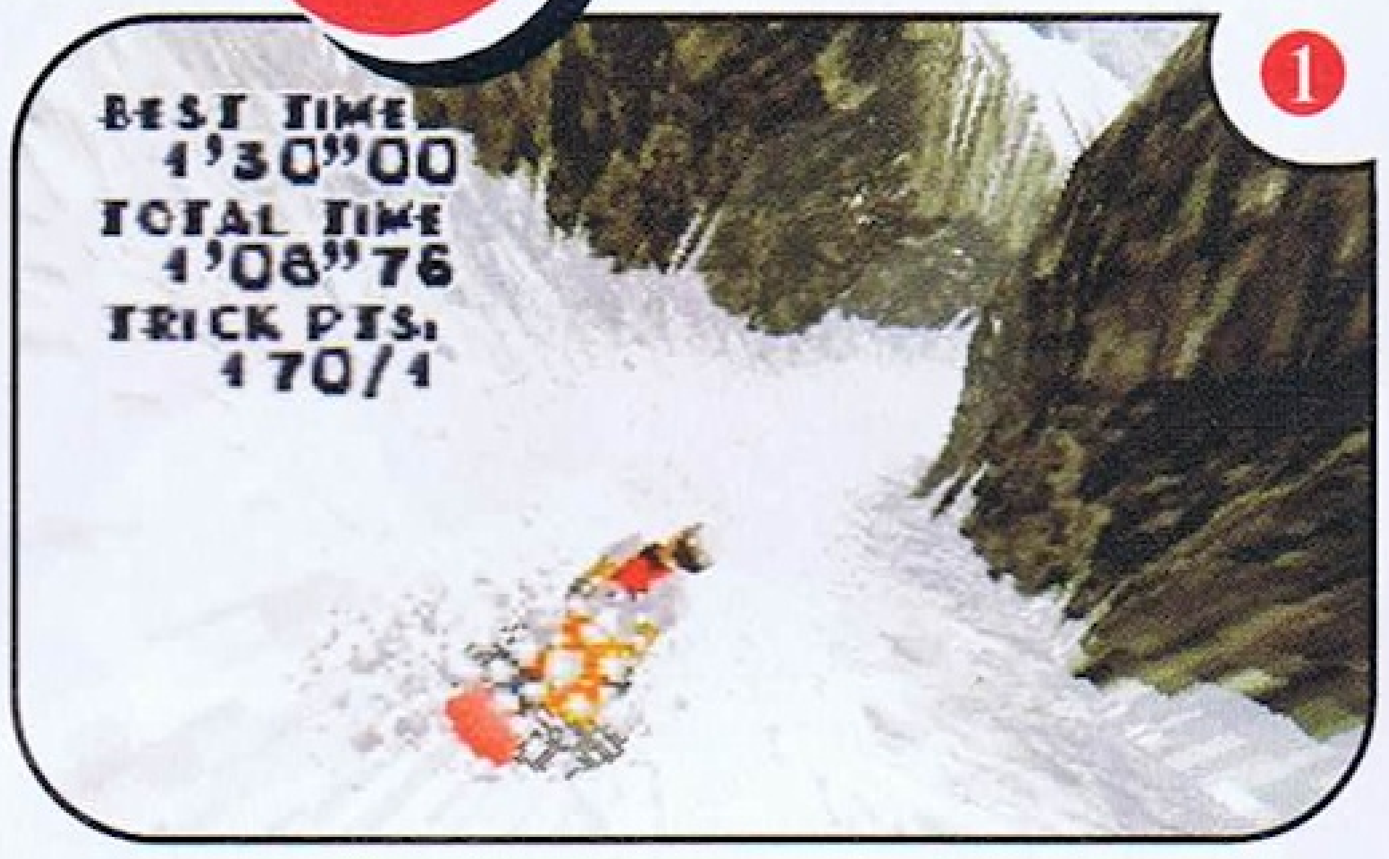
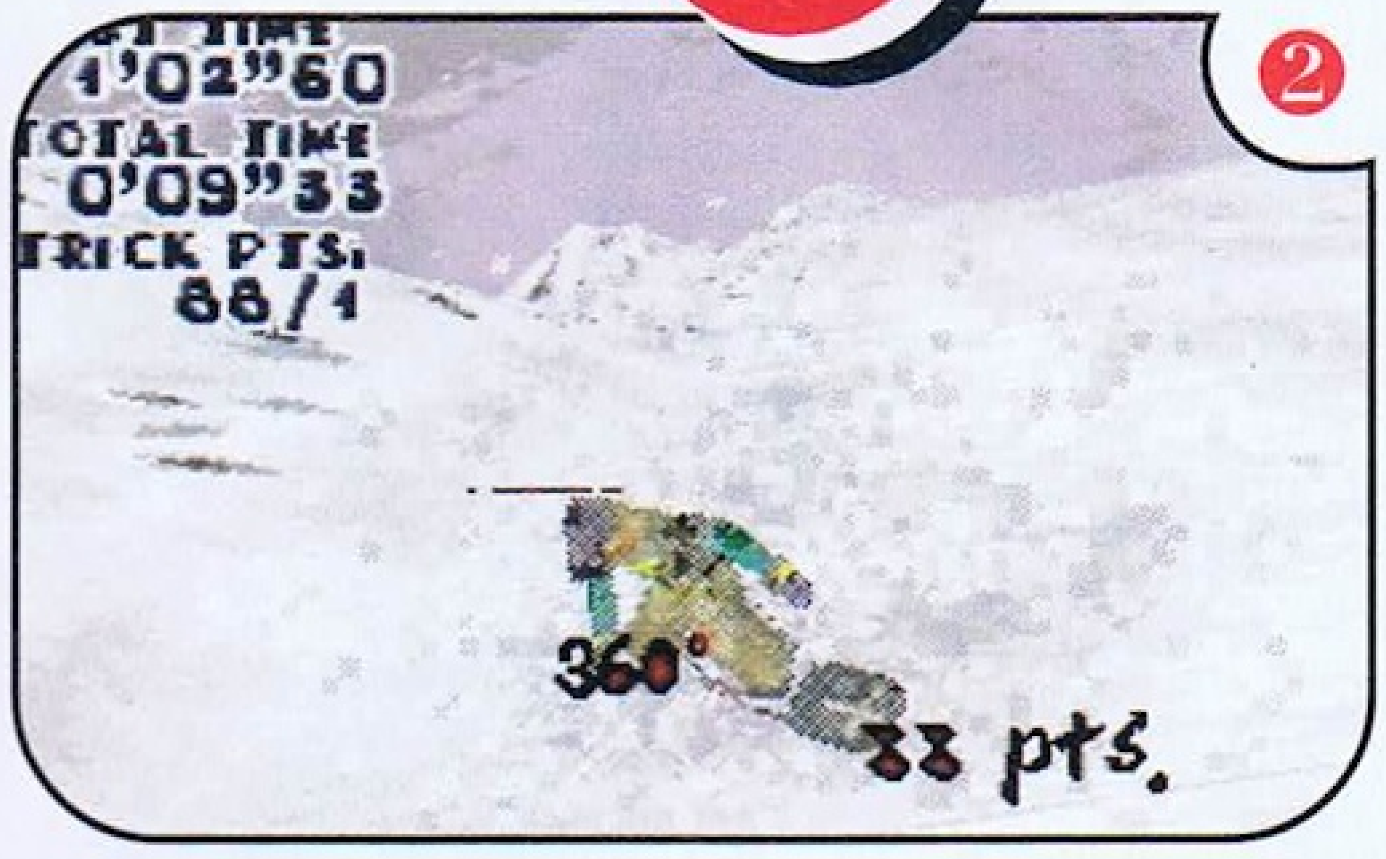
Steep Slope

I've slid down a steep slope once or twice but, thankfully, this game sounds a bit more interesting than my steep slope sliding stories. Just…





Sega are forming a bit of a reputation for themselves as keen-eyed games-grabbers that creep into the darkened offices of smaller companies in the middle of the night and relieve them of the choicest morsels they have to offer. Don't believe me? Just look at their track record. They saw the potential for *Tomb Raider* long before anyone else did and snapped it up for exclusive release through them. *Exhumed*? Another quality title that they paid BMG handsomely for; maybe BMG's loss overall, but certainly Sega's gain, as that went on to be a hugely successful title – and we know what's happened to Lobotomy, don't we? The latest victims of one of Sega's moonlit flits is JVC with their impressive-looking snowboarding simulator, *Steep Slope Sliders*.

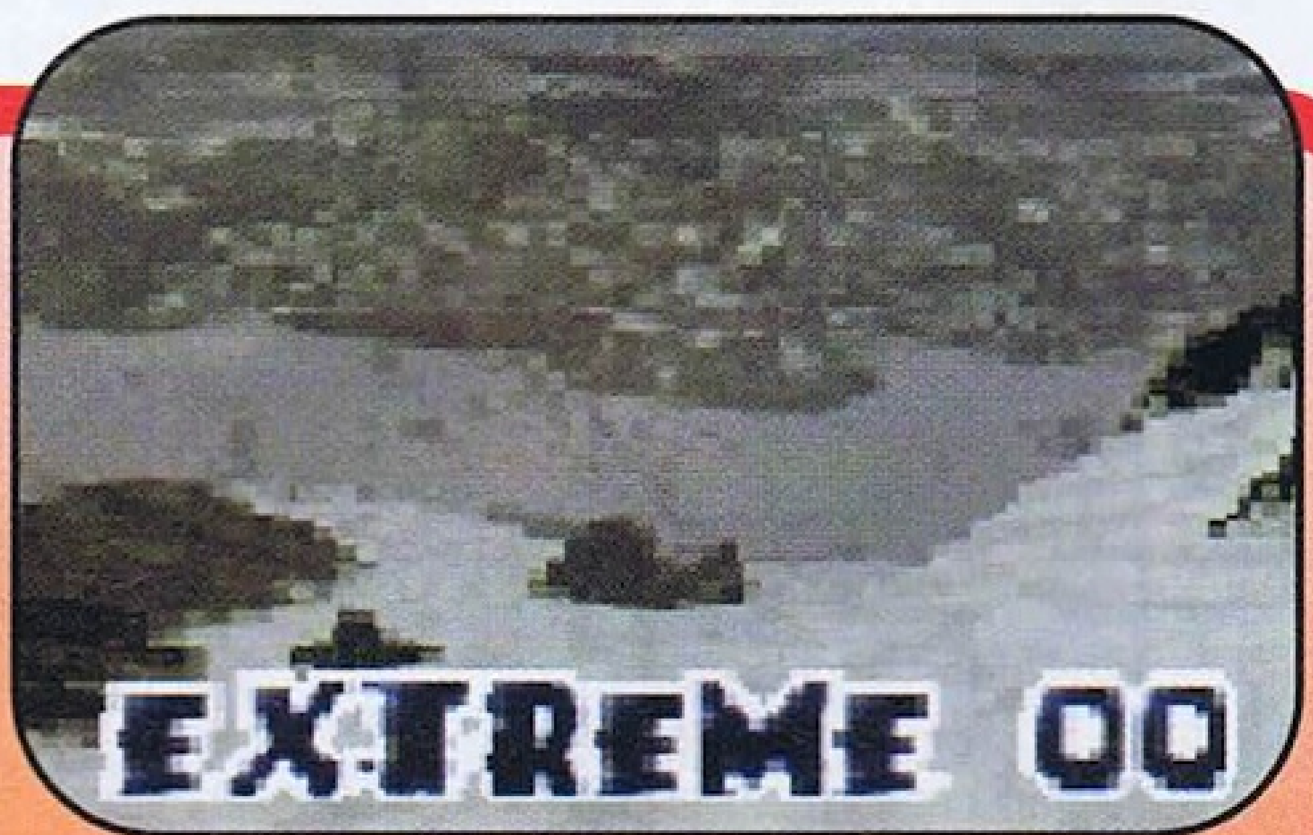
What we have here is your basic snowboarding game. You start at the top of a large hill which is covered with a nice layer of crisp snow and more than the odd obstacle carefully placed for your obvious demise. The aim is to make it to the bottom of the said hill in one piece. But fear not intrepid gamer, there's more to the game than that… oh yes, much more.

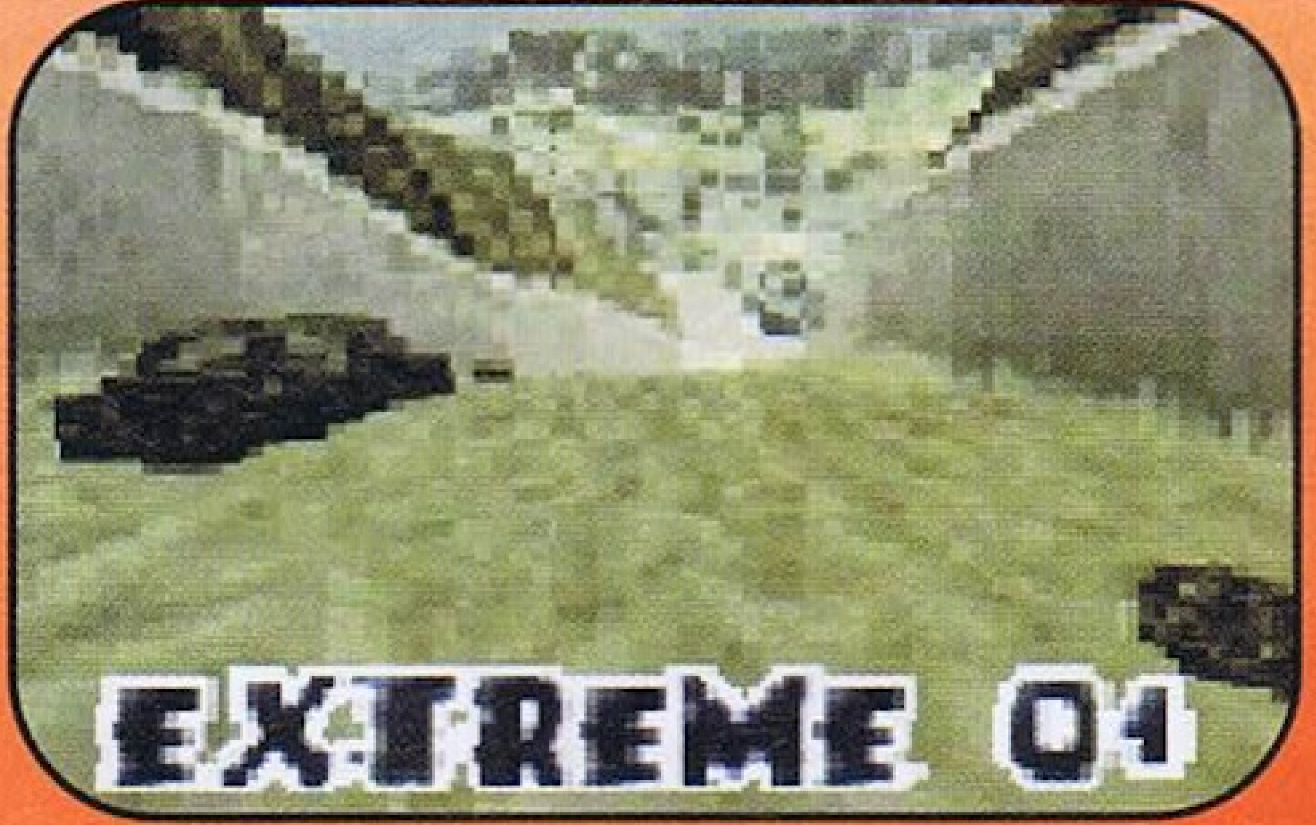
Y'see the real knack to snowboarding (and I speak as someone who's never had even the faintest hint of experience with snow and a board and is quite happy to keep that particular situation in its current form) is to perform as many tricks as possible on the way down. Oh, it's very simple to just get to the bottom without too much trouble and, after a few plays, you should even be able to make it without hitting anything. But that really is only a small part of the gameplay. Strategically placed rocks and the like are there to give you the opportunity to "grab' some serious "air" (a couple of snowboarding terms I believe the youth of this country are keen on spouting). From these, you press a series of buttons and movement combinations to twist and contort your body into

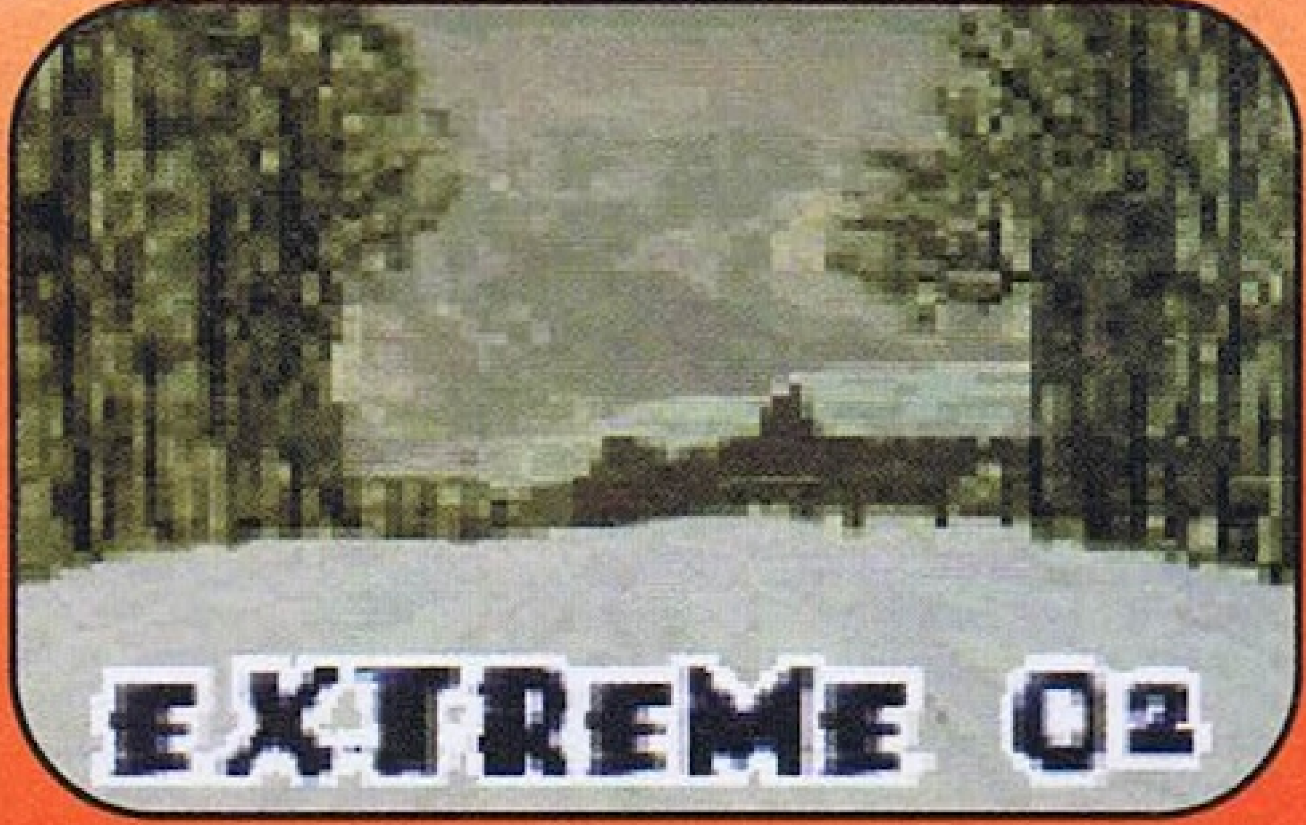
> **"…a series of buttons and movement combos twist and contort your body in all manner of ridiculous positions."**

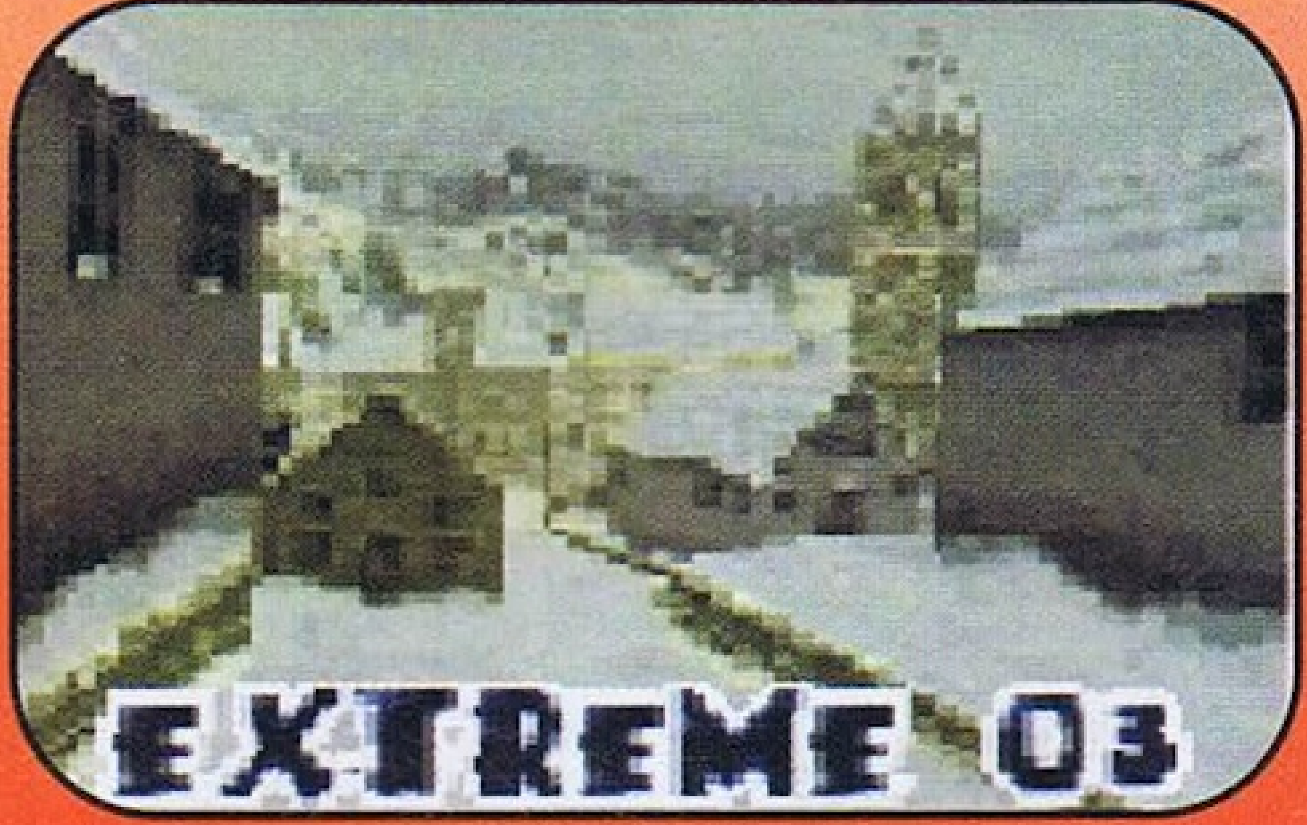
Winter wonderland

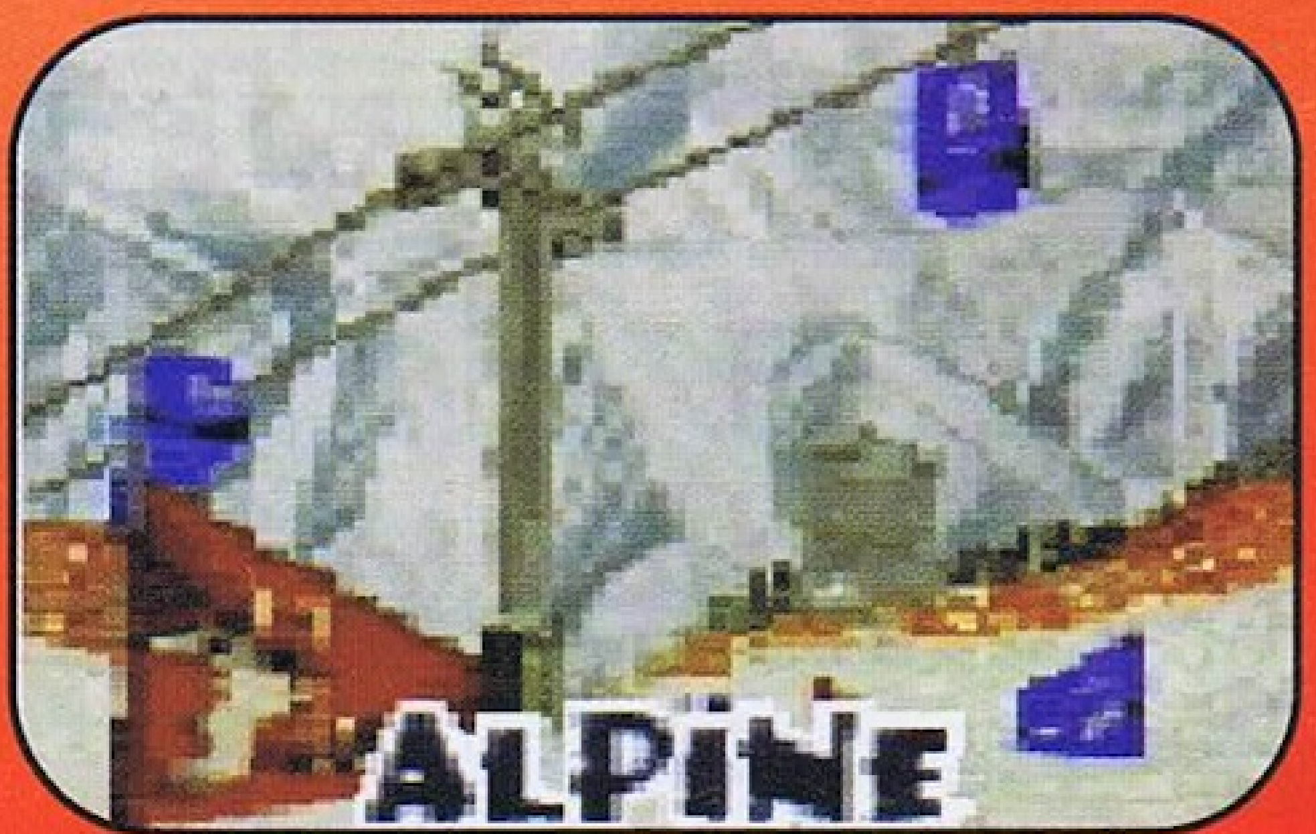
Steep Slope Sliders **has a total of seven tracks accessible at the start of the game (including the practice half-pipe one – which is, supposedly, the one to practice all the tricks on). These vary greatly in design, which is a surprise really, when you consider that the game designers would have a bit of a problem working past the cliché of hills, snows and jumps. Some tracks include well animated towns, others have tricky ramps, forests and hills to deal with and, from what we've seen, the design of all of them is pretty good. Sega also promise that there's at least one or two other courses hidden away for you to find – including a night-time one. Here's the intro shot from each one of them to give you a little taster of what to expect.**

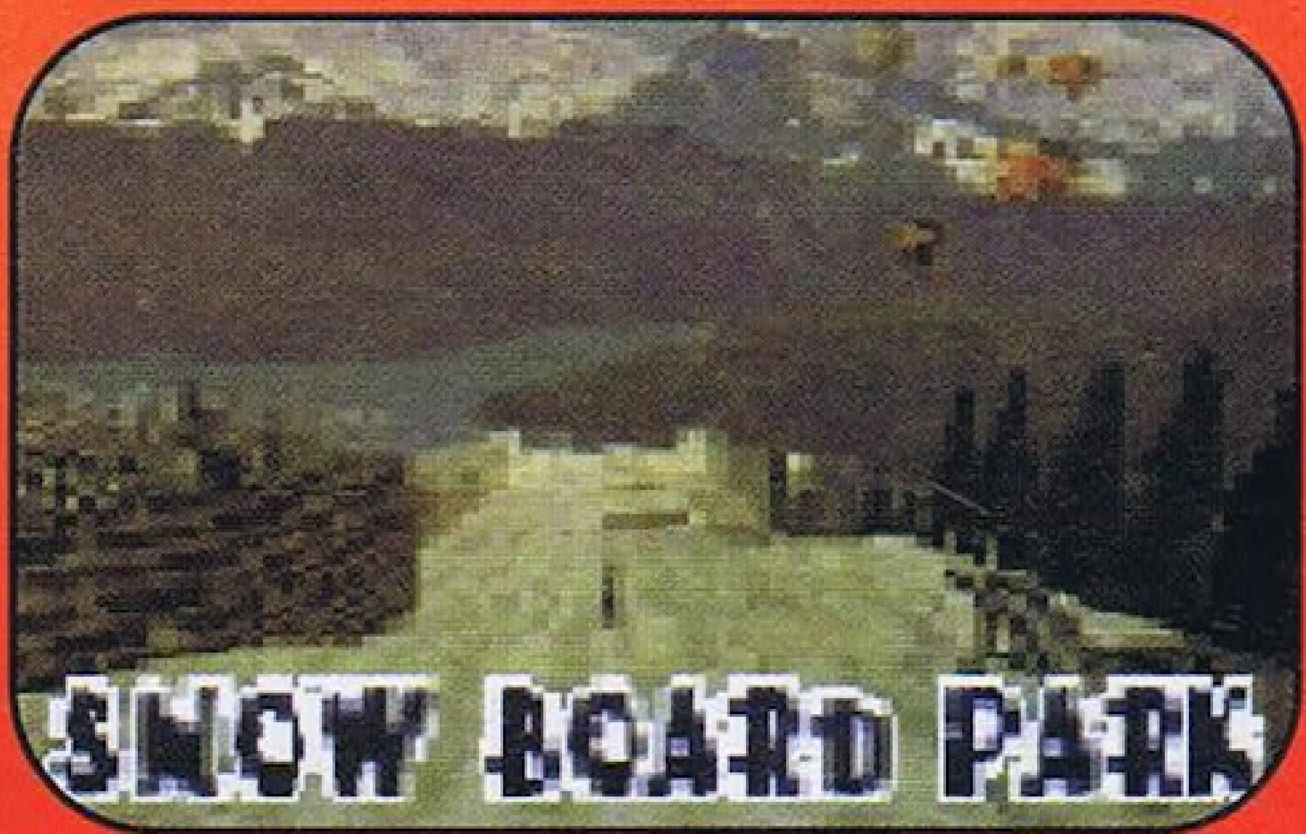


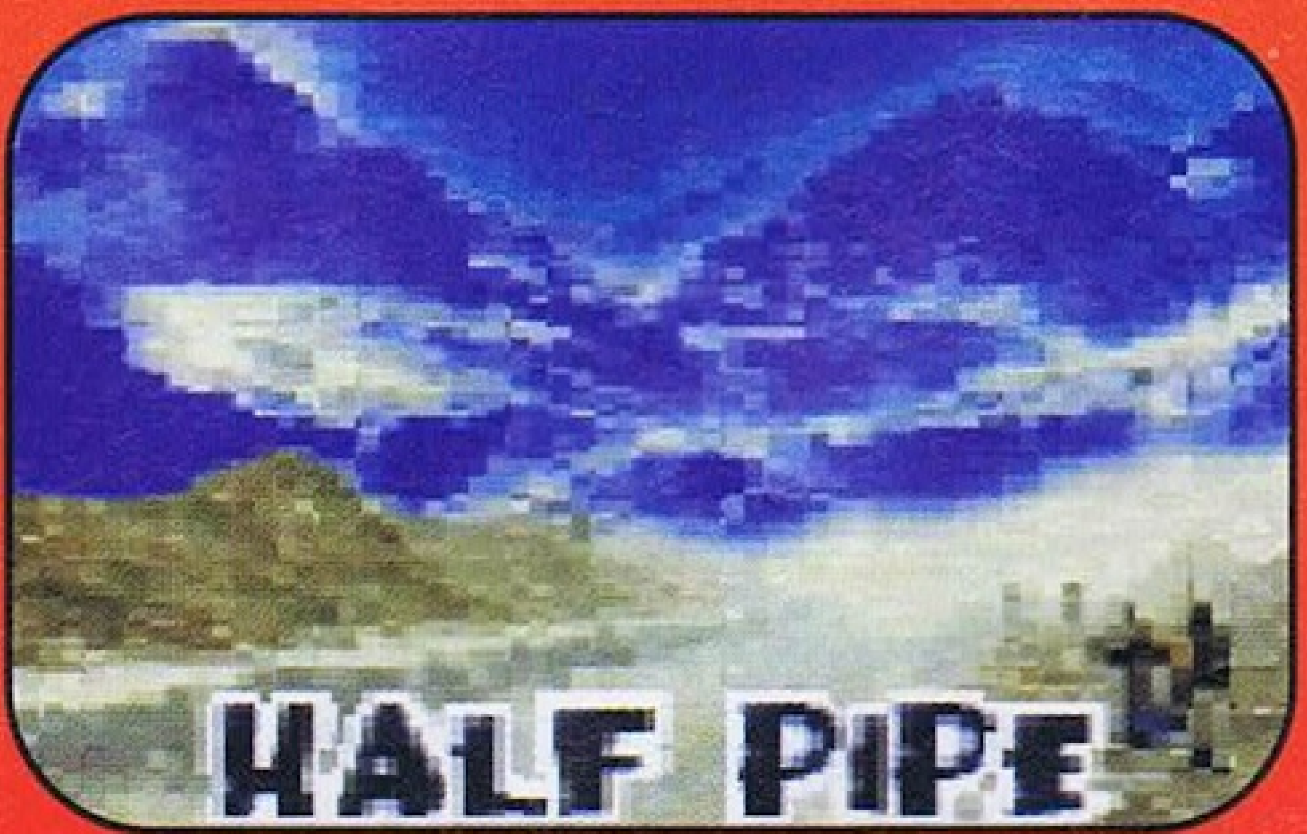








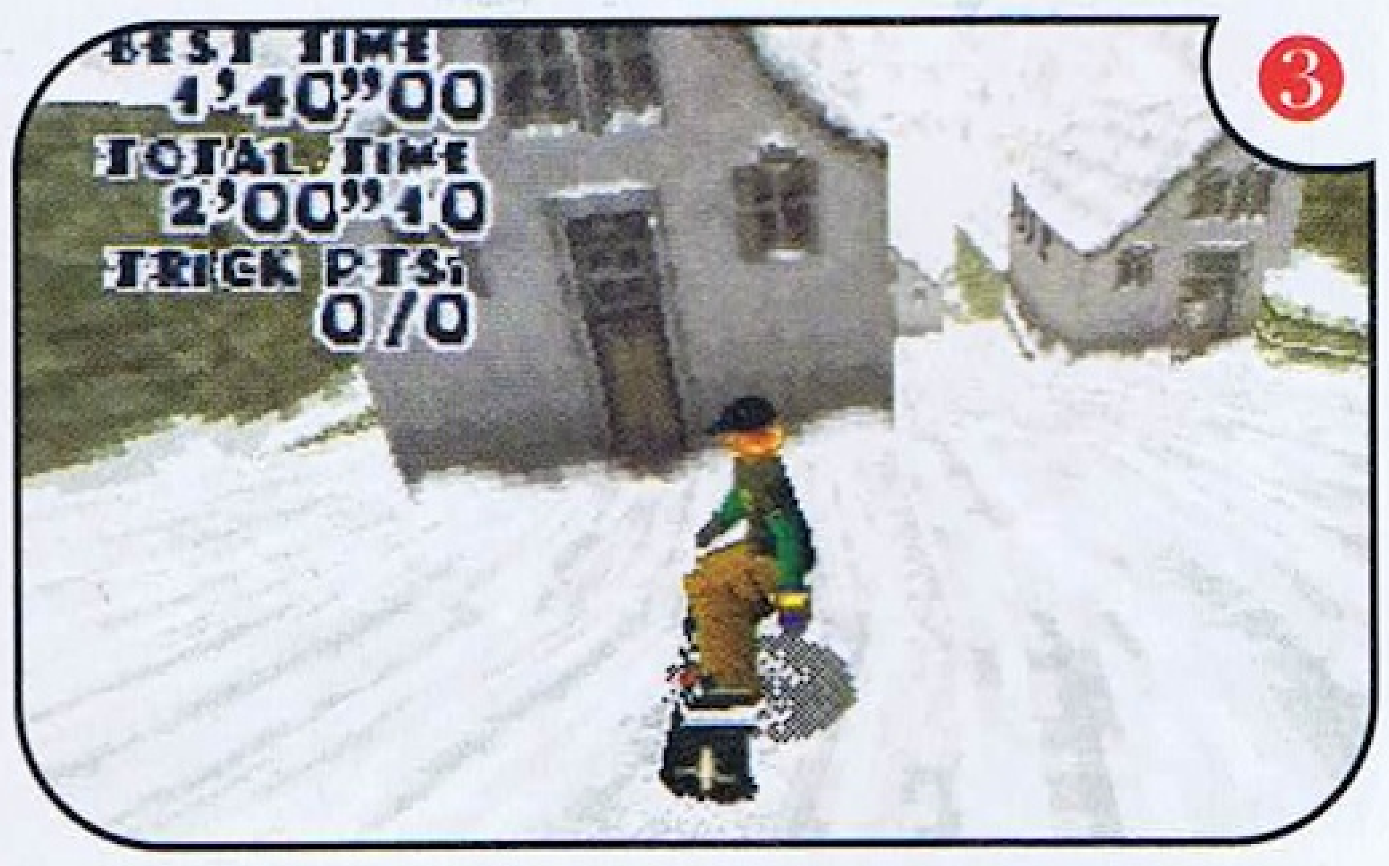


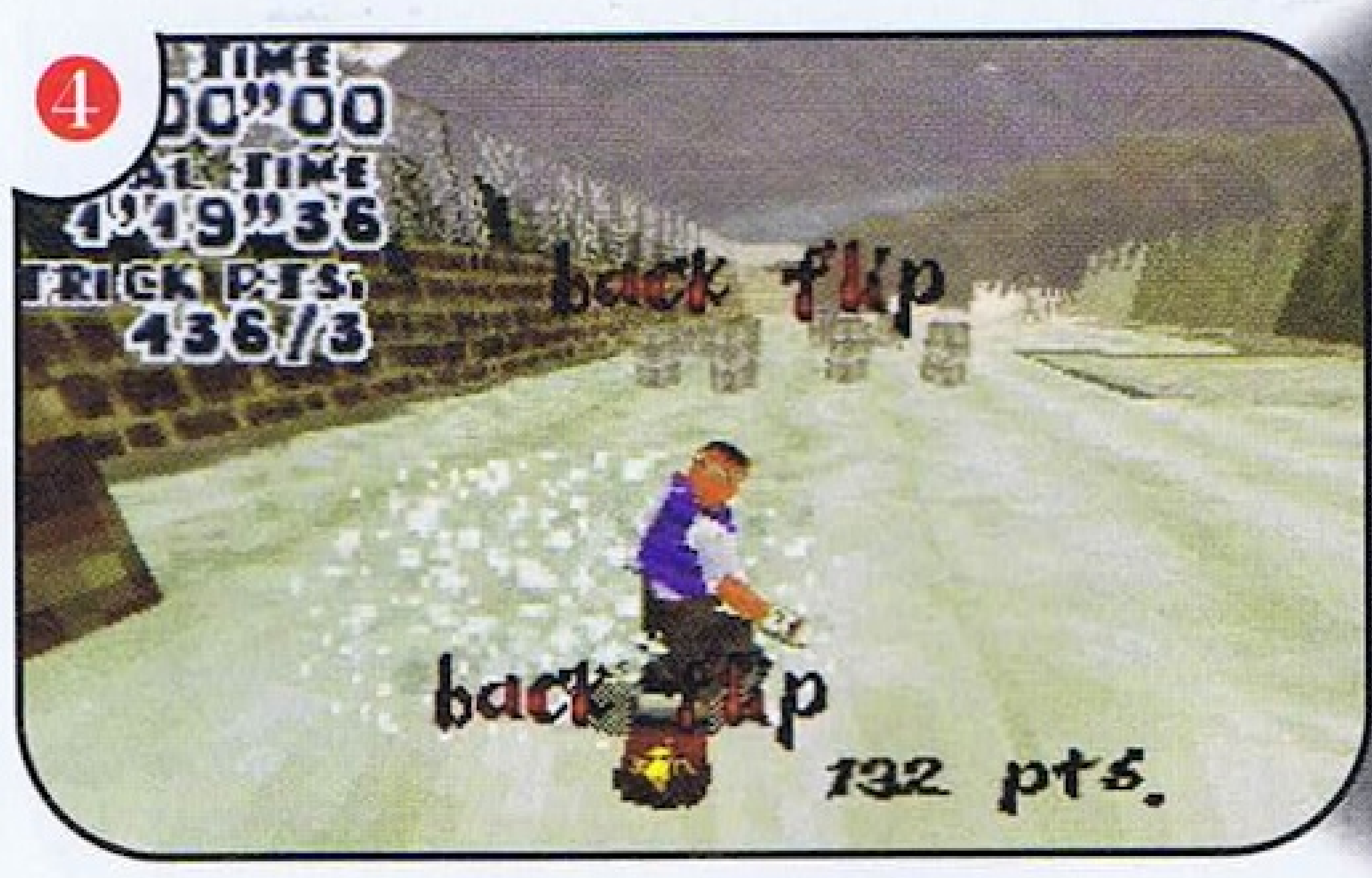


Sliders

Developer ......Victor Interactive
Players ....One
Release Date ....January
Sega .....☎ (0181) 995 3399

Steep Slope Sliders


③
BEST TIME
1'40"00
TOTAL TIME
2'00"40
TRICK PTS.
0/0


④
00"00
TOTAL TIME
1'49"36
TRICK PTS.
436/3
back flip
back flip
132 pts.

all manner of ridiculous positions and it's these that give you the real points. The better the trick, the more points you get, the more points you get the better overall score you get at the end of the race. You see?

There's a total of seven tracks in the game. Plus, we're informed, more than one hidden one, night-time racing (although that function was missing from the version we played). There are also four different characters to choose from. I couldn't spot any major differences between the characters when I played the game (apart from the obvious gender and outfit ones) but I'm sure there was the odd minute attention to detail that we missed.

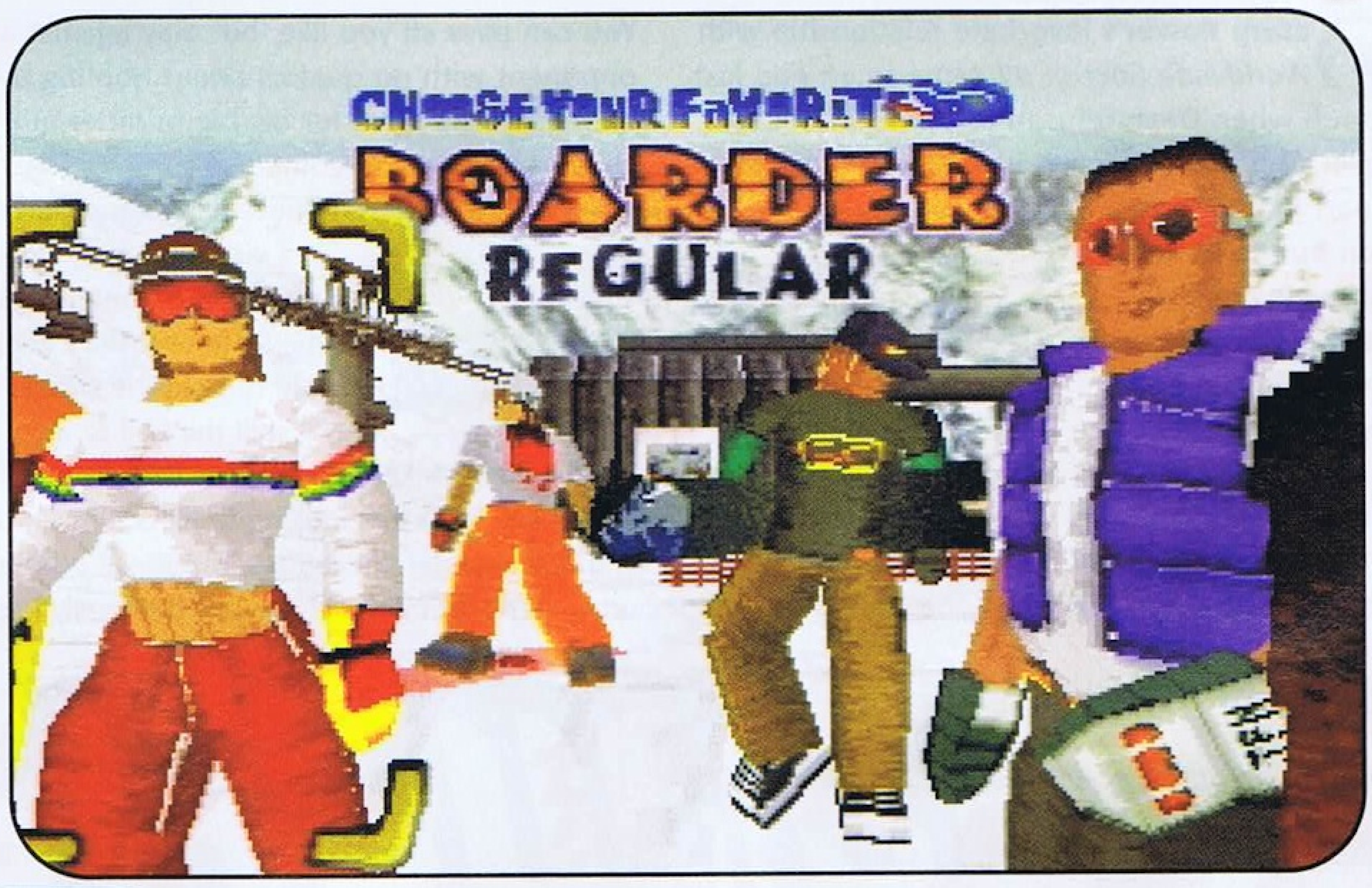
With the exception of the Japan-only *Zap! Snowboarding Trix* (reviewed in Issue one), there's very little to compare *Steep Slope Sliders* to. Yes, it's a driving game (of sorts) but with the emphasis placed firmly on skill rather than speed. Sure, getting a good wind behind you is a good idea for some of the larger jumps, but this game's more about what you can do with it once you've got it.

The game was developed in Japan and will be released in Europe through Sega next January. You won't have to wait long for a verdict, though, a reviewable copy is on its way from Sega shortly and we'll be passing judgement very soon.

Dean Mortlock

Too cool to fool

Yes, they do look stupid but think about it... they have spent hundreds of pounds on ridiculously overpriced designer boarding clothing to find out that they look like extras from *Blake's Seven*. Such is the fashion dilemma that seems to go hand-in-hand with the snowboarder. Anyway, these are the four characters that you can choose from at the start of the game and, according to Sega anyway, I wouldn't be surprised to find a couple more hidden ones tucked away somewhere.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BOARDER
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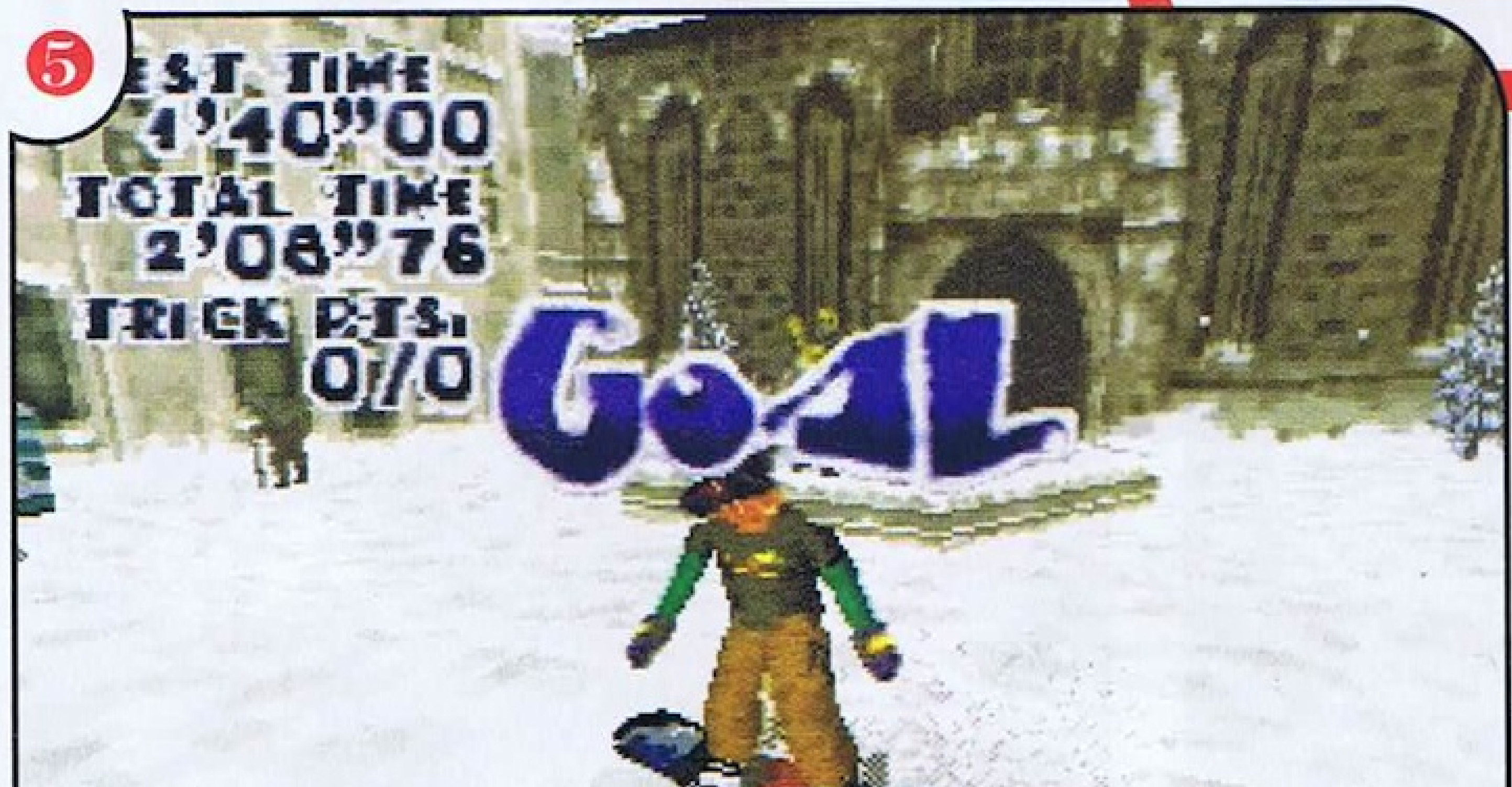
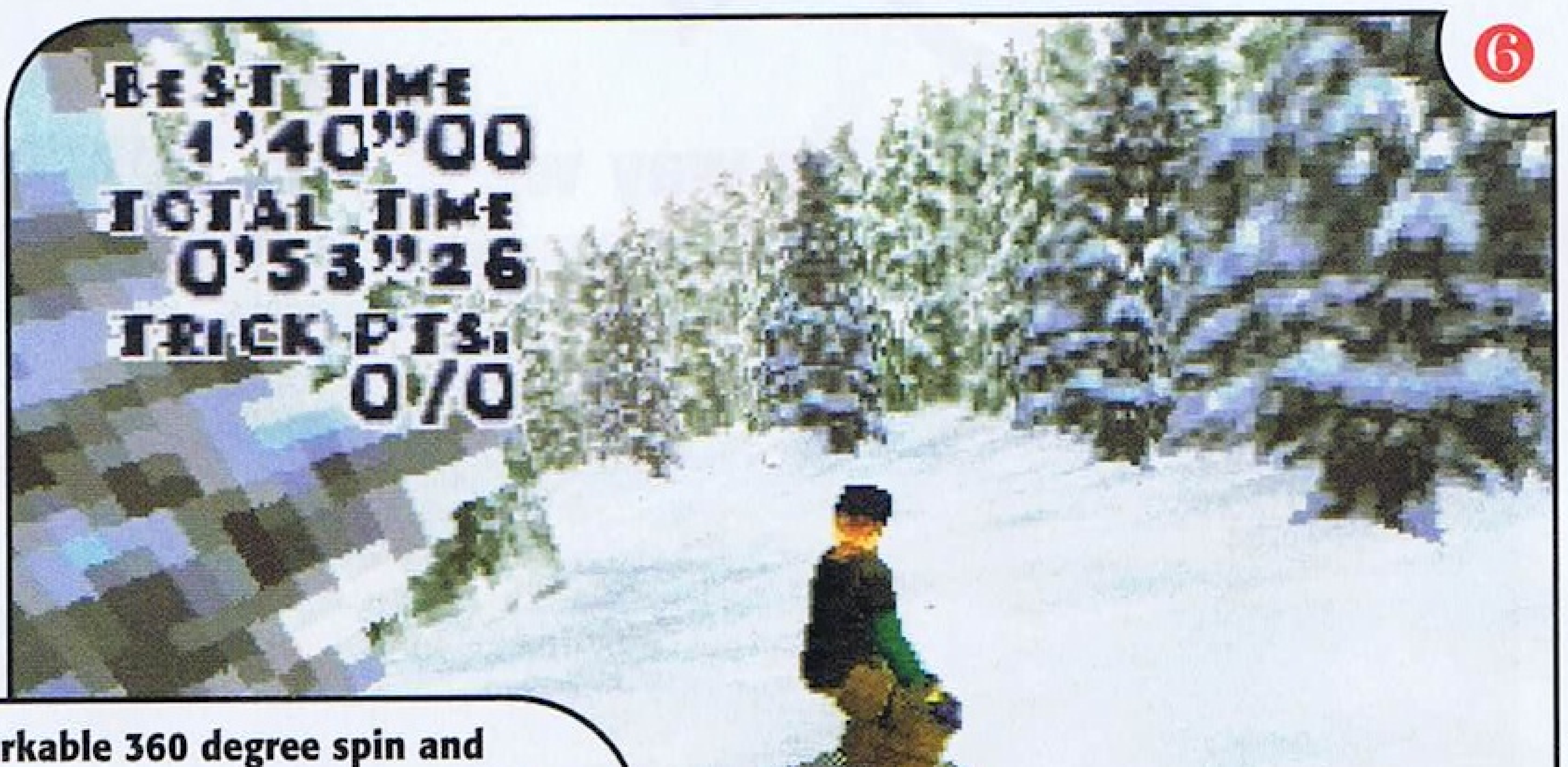
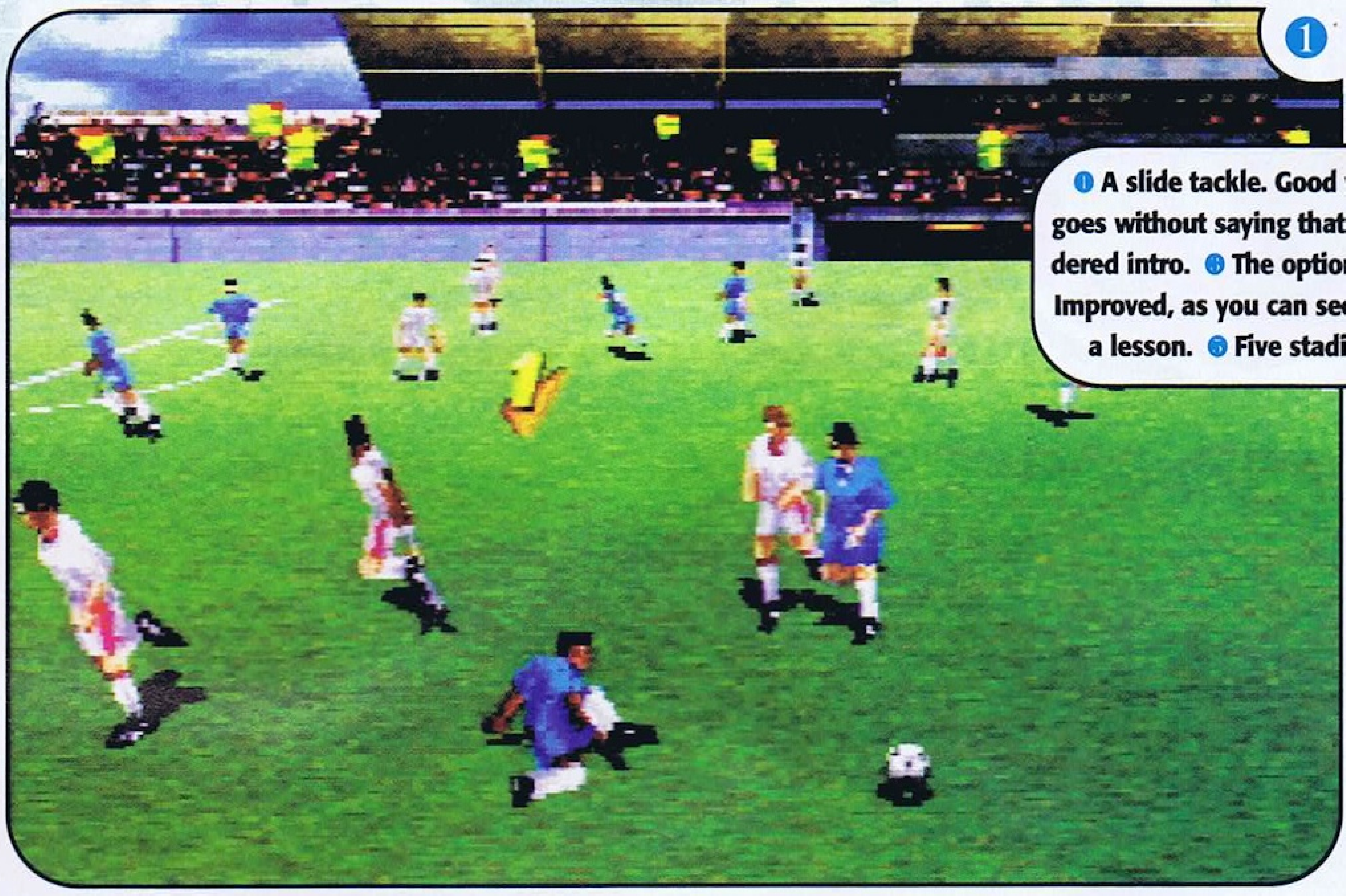

⑤
BEST TIME
1'40"00
TOTAL TIME
2'08"76
TRICK PTS.
0/0
GOAL

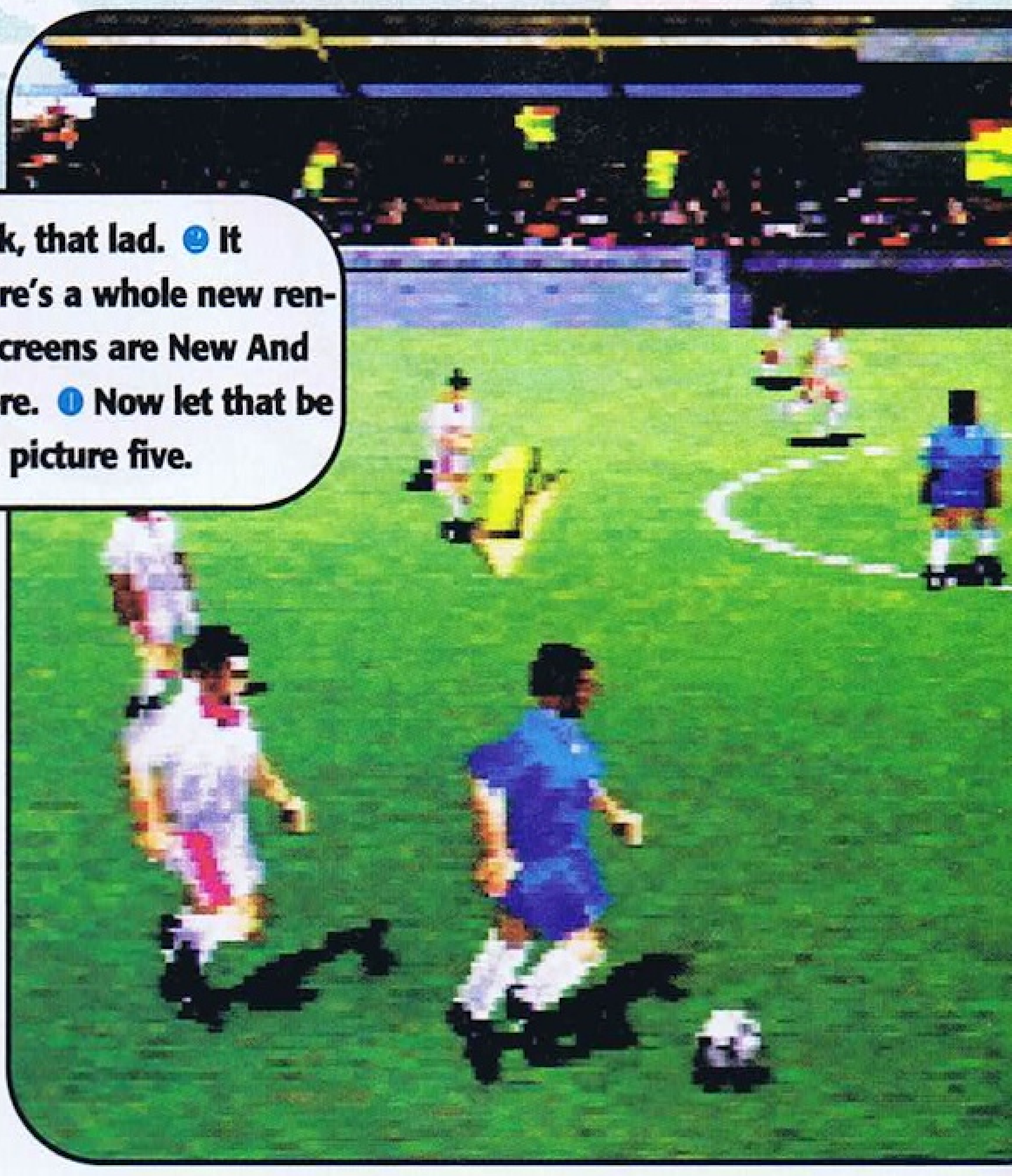

⑥
BEST TIME
1'40"00
TOTAL TIME
0'53"26
TRICK PTS.
0/0

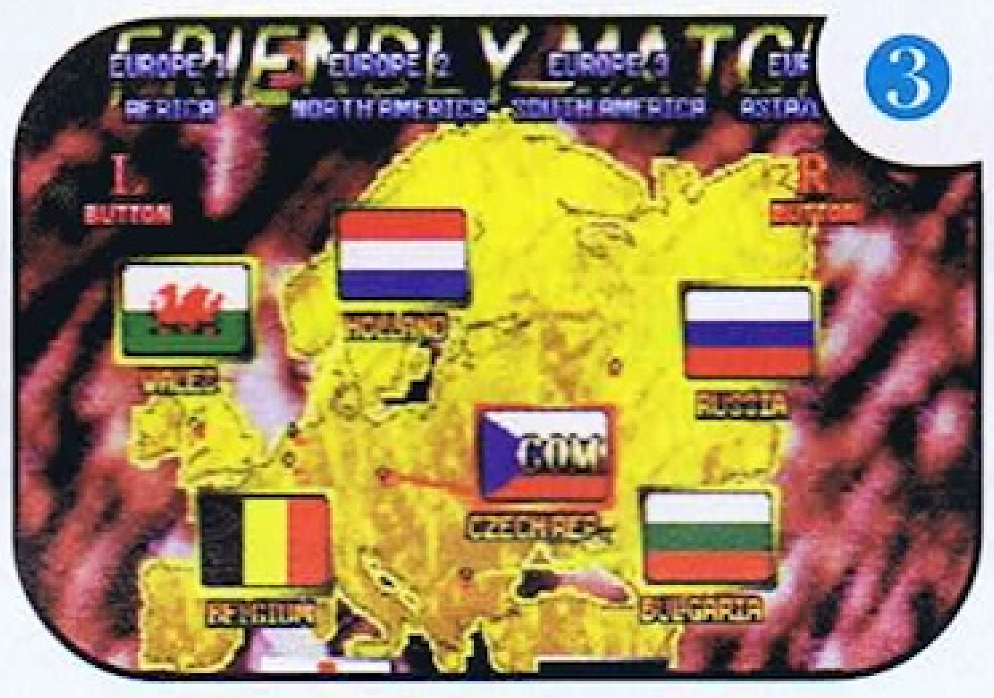
① That looks a bit steep, I don't fancy the look of that. ② I've just done a remarkable 360 degree spin and all I got was a measly 88 points. ③ Unless I'm very much mistaken, you're about to hit that building. Could be wrong ,though. ④ Now that's more like it. It's easy to get more points, though. ⑤ Goal? I thought this was snowboarding not football. HA HA HA, etc. ⑥ There's no slowdown at all in this packed forest section.

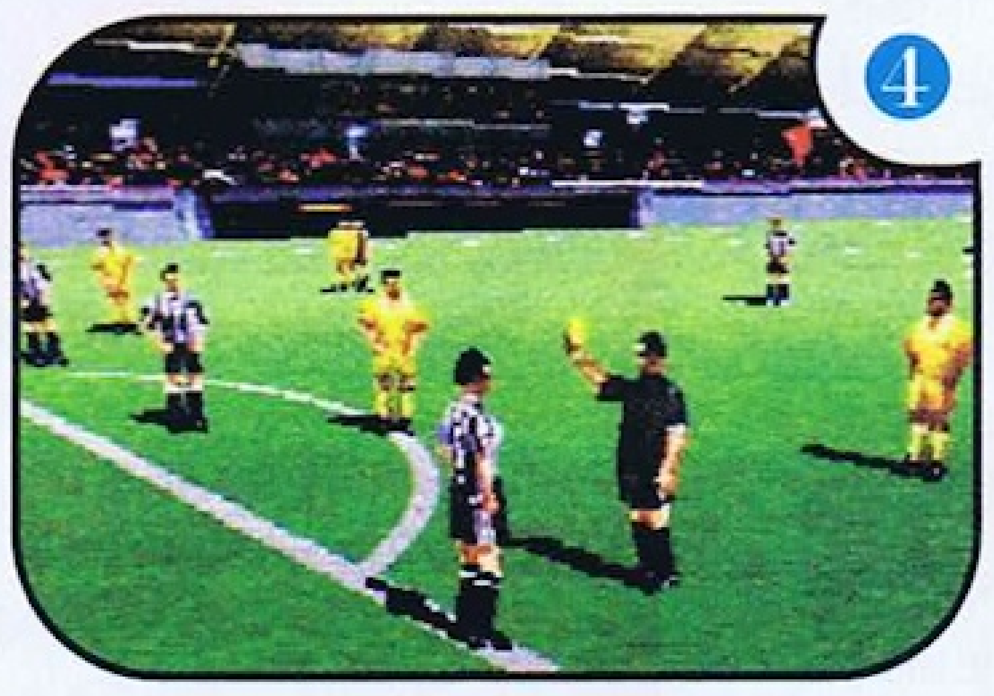
Now turn over the page to continue our massive Sega update with an exclusive look at the best soccer game ever, *Worldwide Soccer*.

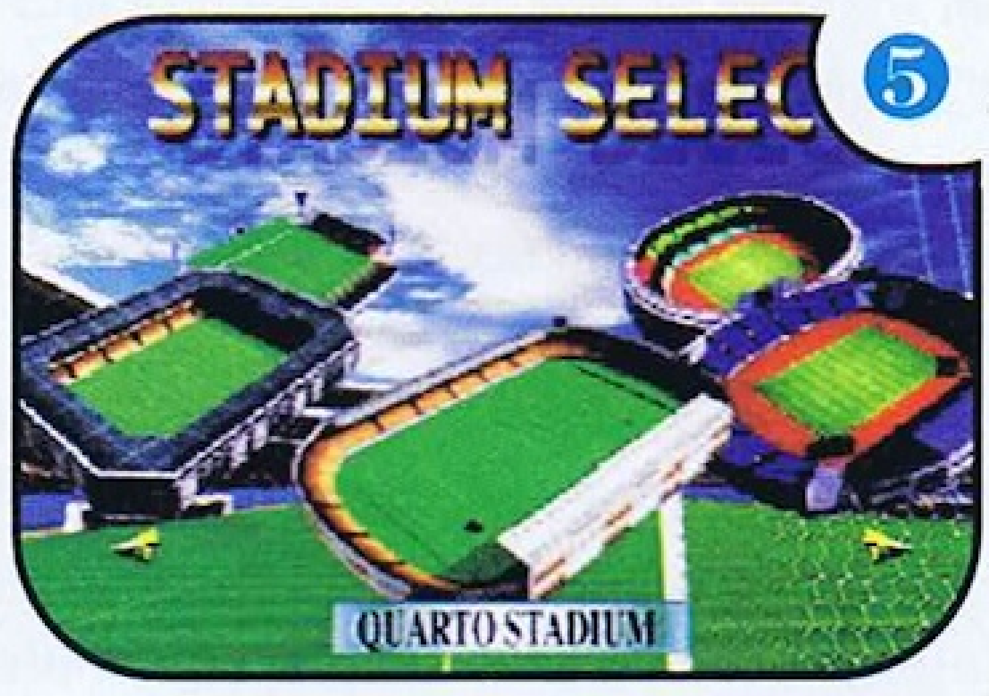
Sega Worldwide











① A slide tackle. Good work, that lad. ② It goes without saying that there's a whole new rendered intro. ③ The options screens are New And Improved, as you can see here. ④ Now let that be a lesson. ⑤ Five stadia in picture five.

> "For a start – and, without question, most importantly of all – Sega have improved the 'keeper intelligence."

Saturn Power's love/hate relationship with *Worldwide Soccer '97* came to an end last month when Dean refused to play me at it ever again. The run of defeats he'd suffered did play a part in his decision but, to be honest, we were both getting a bit sick and tired of it. The ball mechanics never quite seemed sharp enough (especially while playing lofted crosses), players would refuse to head the ball and, so we found, *WWS '97* does rather lend itself to a cynical, route-one style of play. You can pass all you like, but play against an opponent with no qualms about hoofing the ball down the pitch for his big number nine to chase and boy, you goin' *lose*.

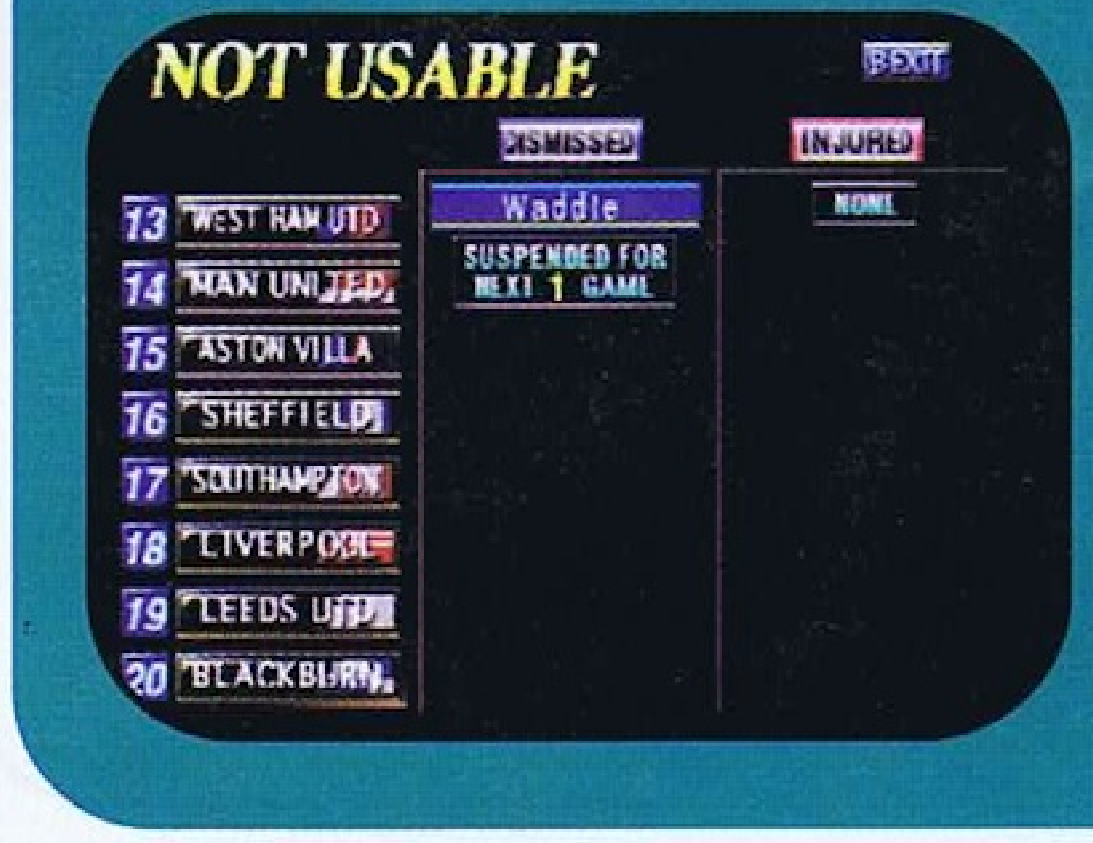
These flaws (and others) are virtually key selling points when one considers the state of *WWS*'s keepers. Unable to hold the softest lob, they'll spill the ball to an approaching striker in a manner that, in real life, would see reporters looking to fill column inches with backhander allegations. But these number ones aren't 'bought', they're just hideously inept. The number ones in *WWS* are, in fact, colloquial 'number twos' – they're shite.

Enter *Worldwide Soccer '98*, fresh from the changing rooms. A revision as opposed to a radical overhaul, Sega's update uses the *WWS '97* engine with a number of key refinements. For a start – and, without question, most importantly of all – Sega have improved the 'keeper AI. Their skill will correspond with that of their real-life Premier League counterparts… because, believe it or not, *WWS* is going native.

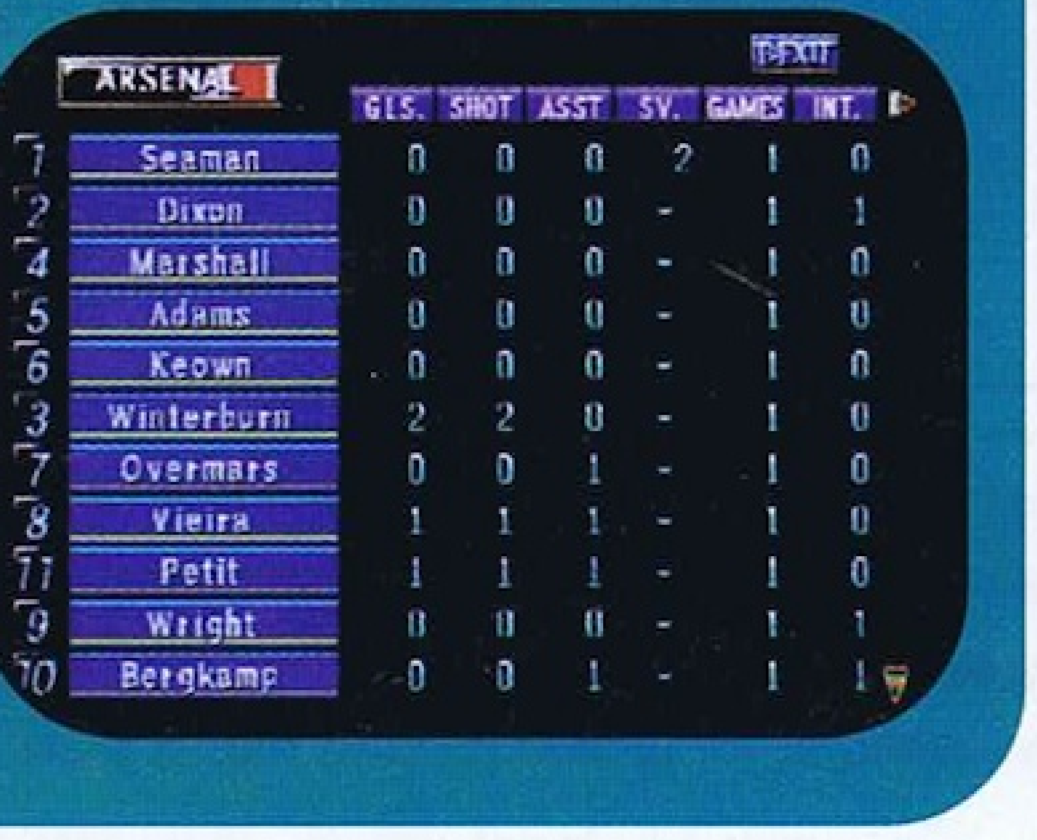
English, French and Spanish leagues are included, with full player data for the UK top division. Lamentably, licencing restrictions prevent

Stat's the way we like it

A new addition for *Worldwide Soccer '98* are various pages of statistics. These reveal who scored, who didn't, and the blokes that got cards. Everything, in print. Evidence. It's all true.



NOT USABLE
B EXIT
DISMISSED
INJURED
13 WEST HAM UTD
14 MAN UNITED
15 ASTON VILLA
16 SHEFFIELD
17 SOUTHAMPTON
18 LIVERPOOL
19 LEEDS UTD
20 BLACKBURN
Waddle
SUSPENDED FOR NEXT 1 GAME
NONE



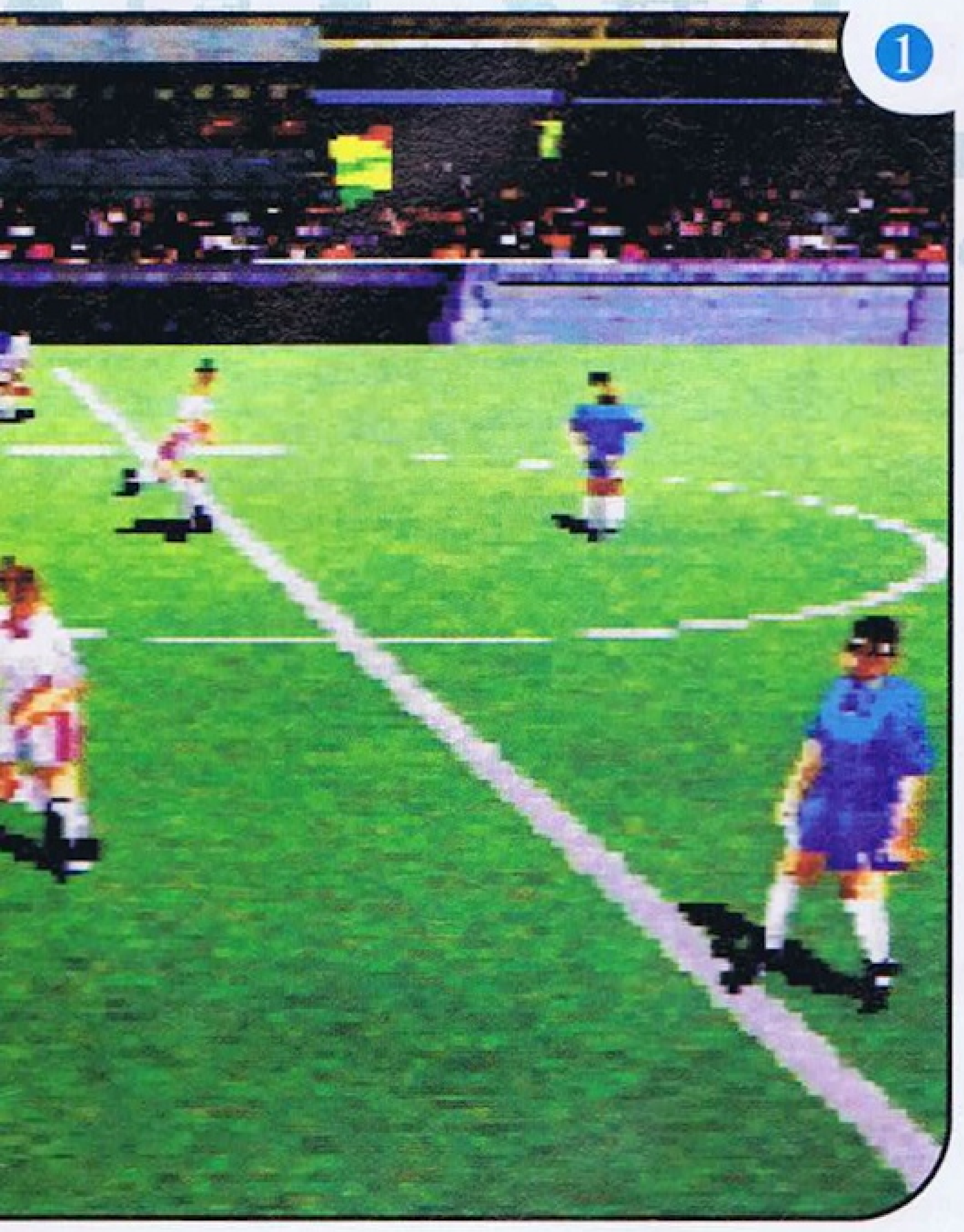
ARSENAL
T EXIT

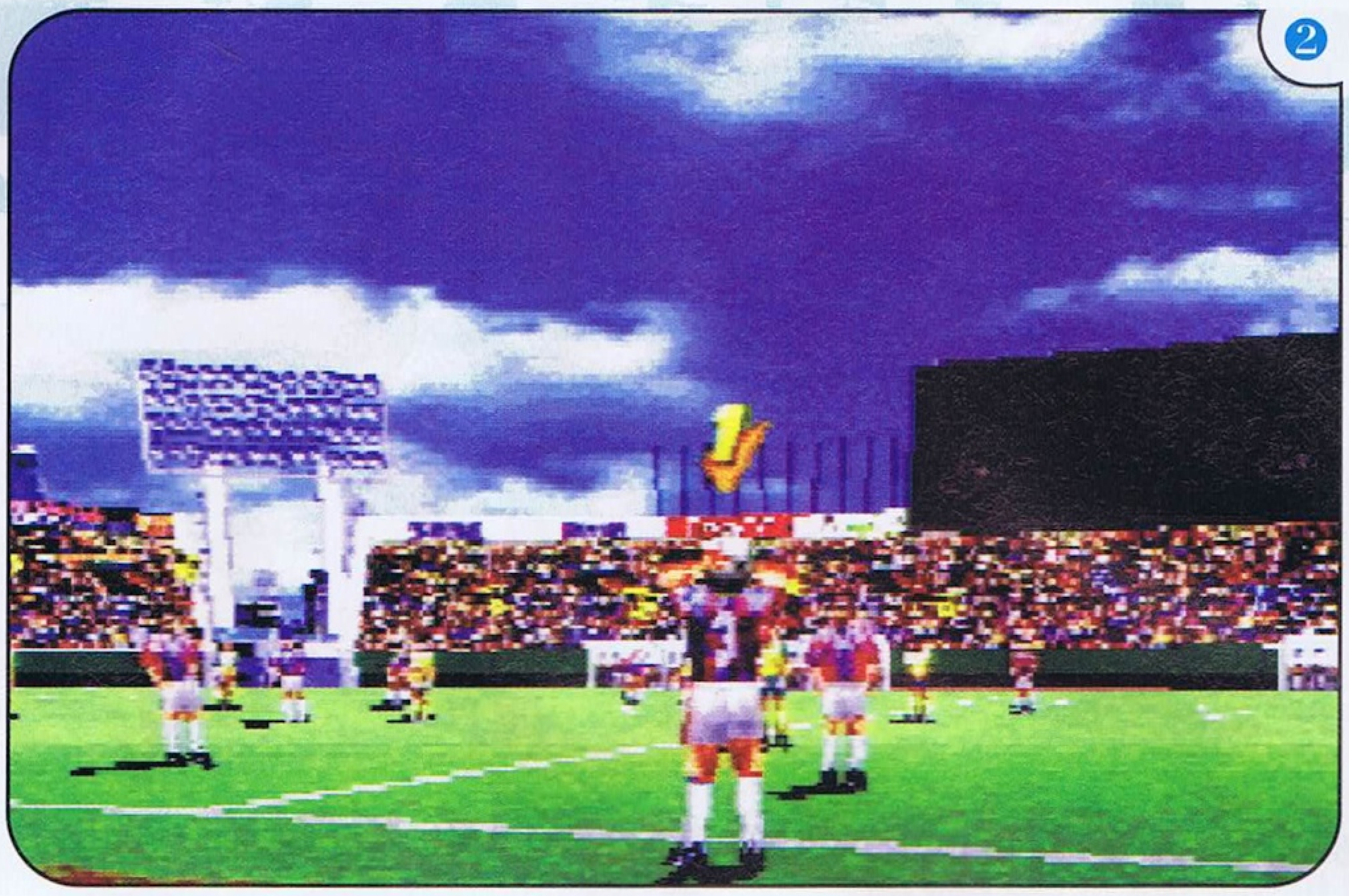
		GLS.	SHOT	ASST	SV.	GAMES	INT.
1	Seaman	0	0	0	2	1	0
2	Dixon	0	0	0	-	1	1
4	Marshall	0	0	0	-	1	0
5	Adams	0	0	0	-	1	0
6	Keown	0	0	0	-	1	0
3	Winterburn	2	2	0	-	1	0
7	Overmars	0	0	1	-	1	0
8	Vieira	1	1	1	-	1	0
11	Petit	1	1	1	-	1	0
9	Wright	0	0	0	-	1	1
10	Bergkamp	0	0	1	-	1	1

Left: Waddle suspended. For what reason, we have no idea. Right: Seaman made two saves in the last match. Have you seen the size of his hands?

EXHIBITION
VS
MANCHESTER UNITED
LEEDS UNITED

Developer ....Sega **Release Date** ....October
Players ....Up to four **Sega** .....☎ (0181) 995 3399

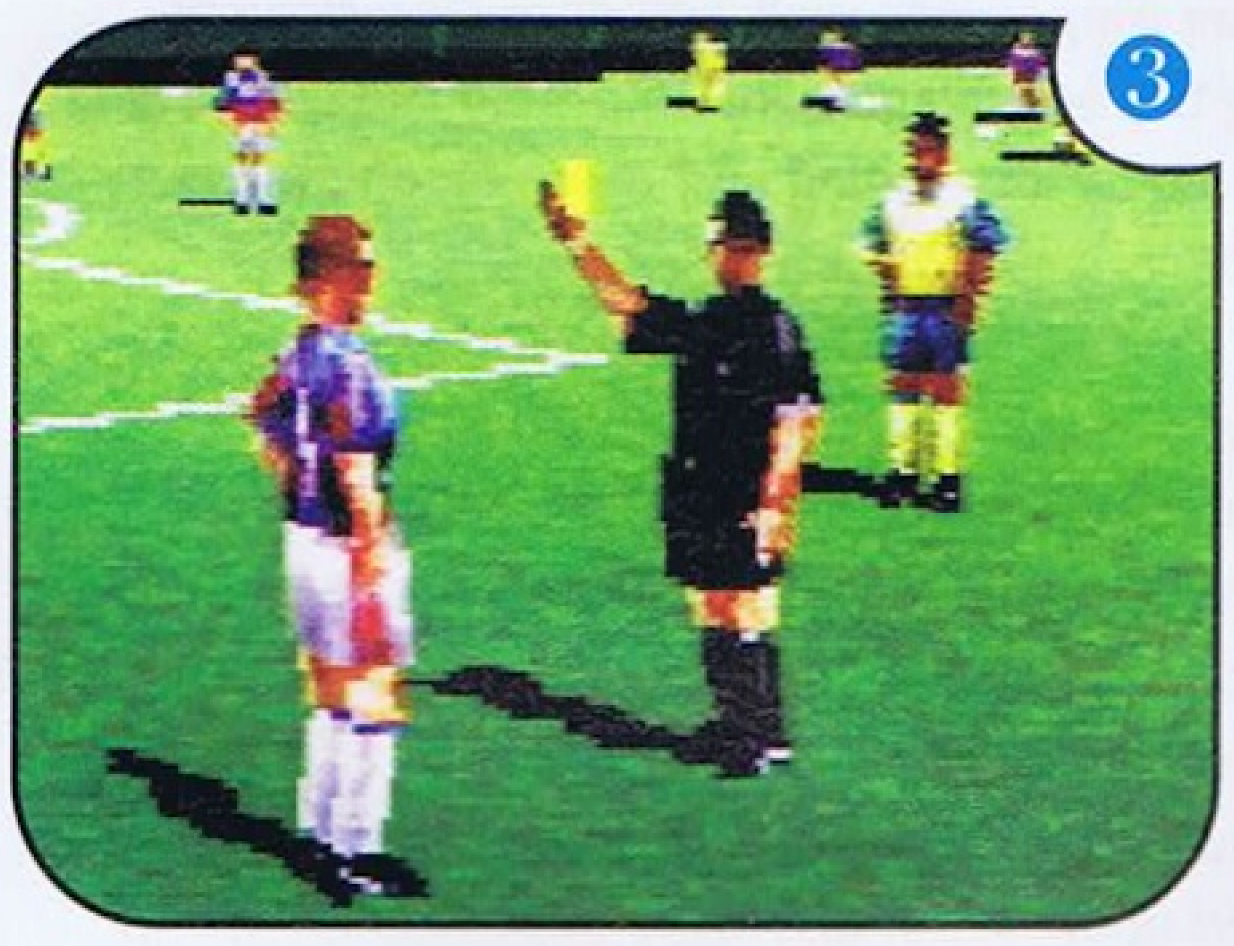


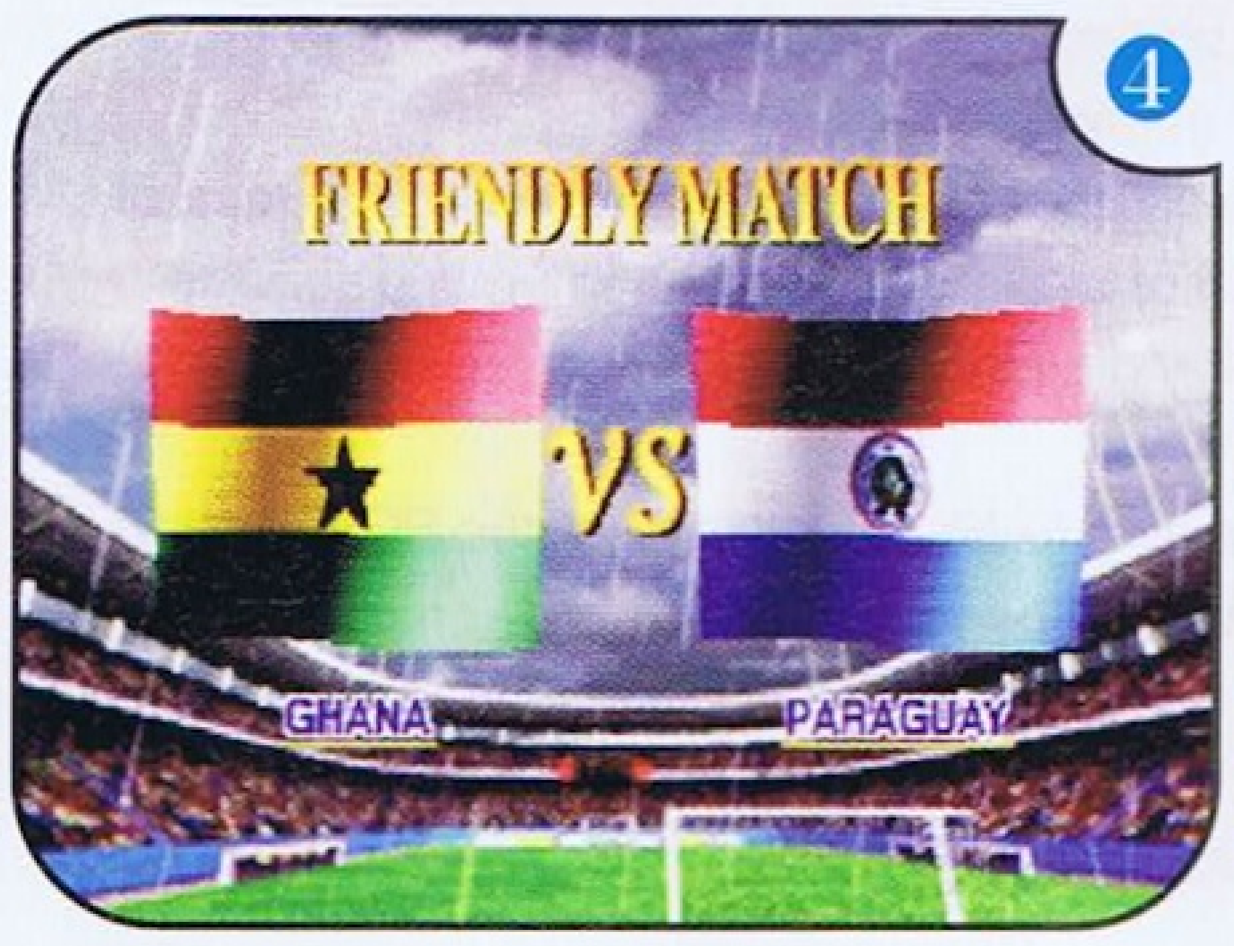


① GET HIM! GET THE BLOKE IN BLUE! ② A throw-in. It's all here… ③ Sega did a publicity stunt where they attempted to sponsor referee's yellow cards. True, that. ④ A 'friendly', they say? There's no such thing… ⑤ Manchester United. ⑥ That's probably Dennis Irwin on the ball. ⑦ Oooh, he's going off for a trot.

Sega from providing the same for the remaining leagues, but a team editing feature will allow players to enter these themselves. However, *WWS* has not forsaken the Worldwide of its title – there are to be 48 international teams, with the requisite World Cup competition, unsurprisingly, lacking its real-life monicker.

A finished version of *WWS '98* is set to arrive just after this issue's deadline. For now, we offer these tantalising screenshots of what could be the football game of the season. With Ocean's *UEFA* title delayed until early next year, *WWS '98* has the pitch to itself…
James Price





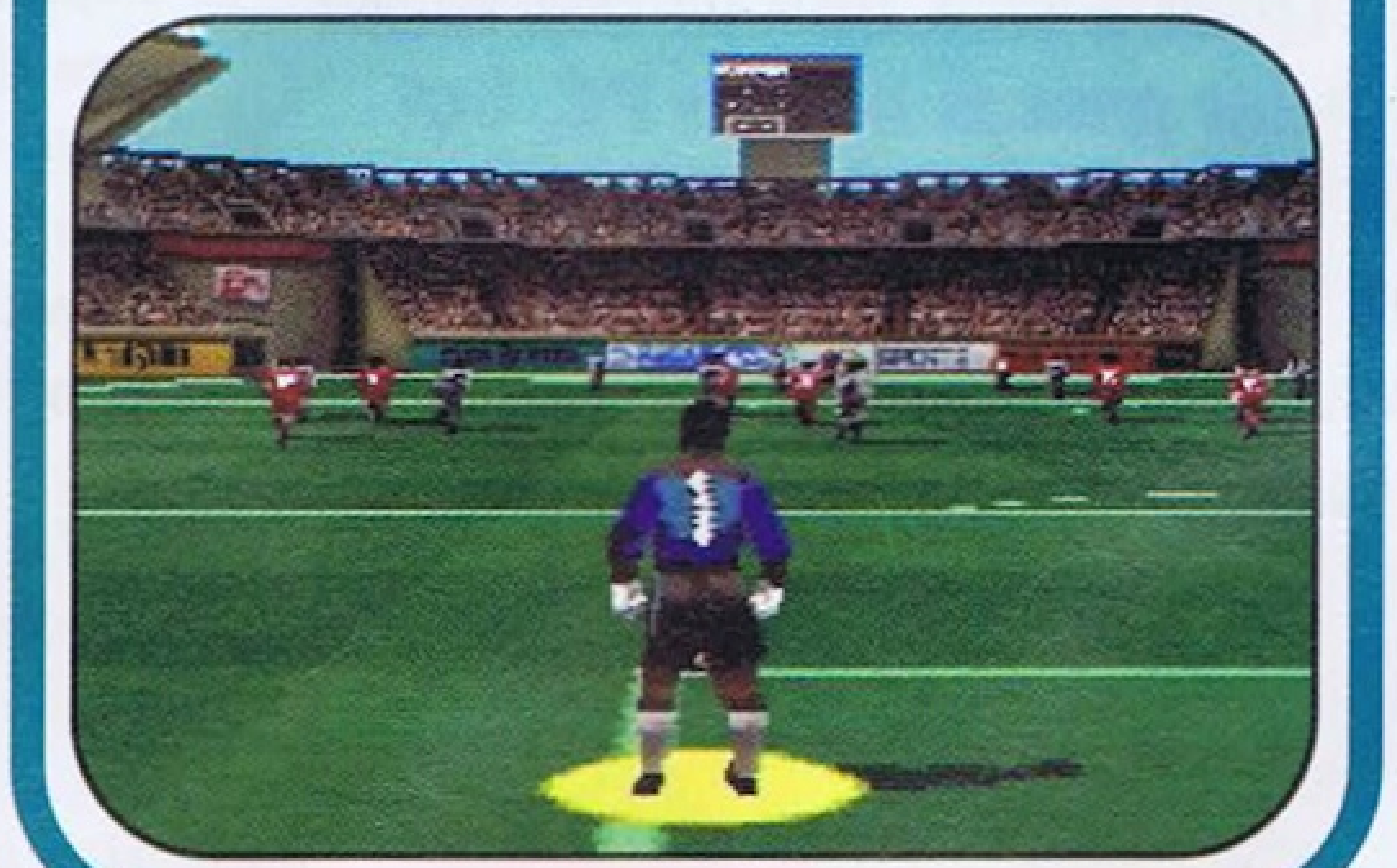
COMPARISON

FIFA '97

▲ It's football…

▼ But, let's face it, *FIFA '97* looks bland. It's flawed to the nines.

The *FIFA* series is the videogame marketing phenomena every publisher covets. It sells by the stadium-load with every seasonal update… even though its quality seemingly decreases, comparatively, by the year. Hopefully *FIFA '98* will be an improvement, and not just another shallow licenced cash-in.



Soccer '98

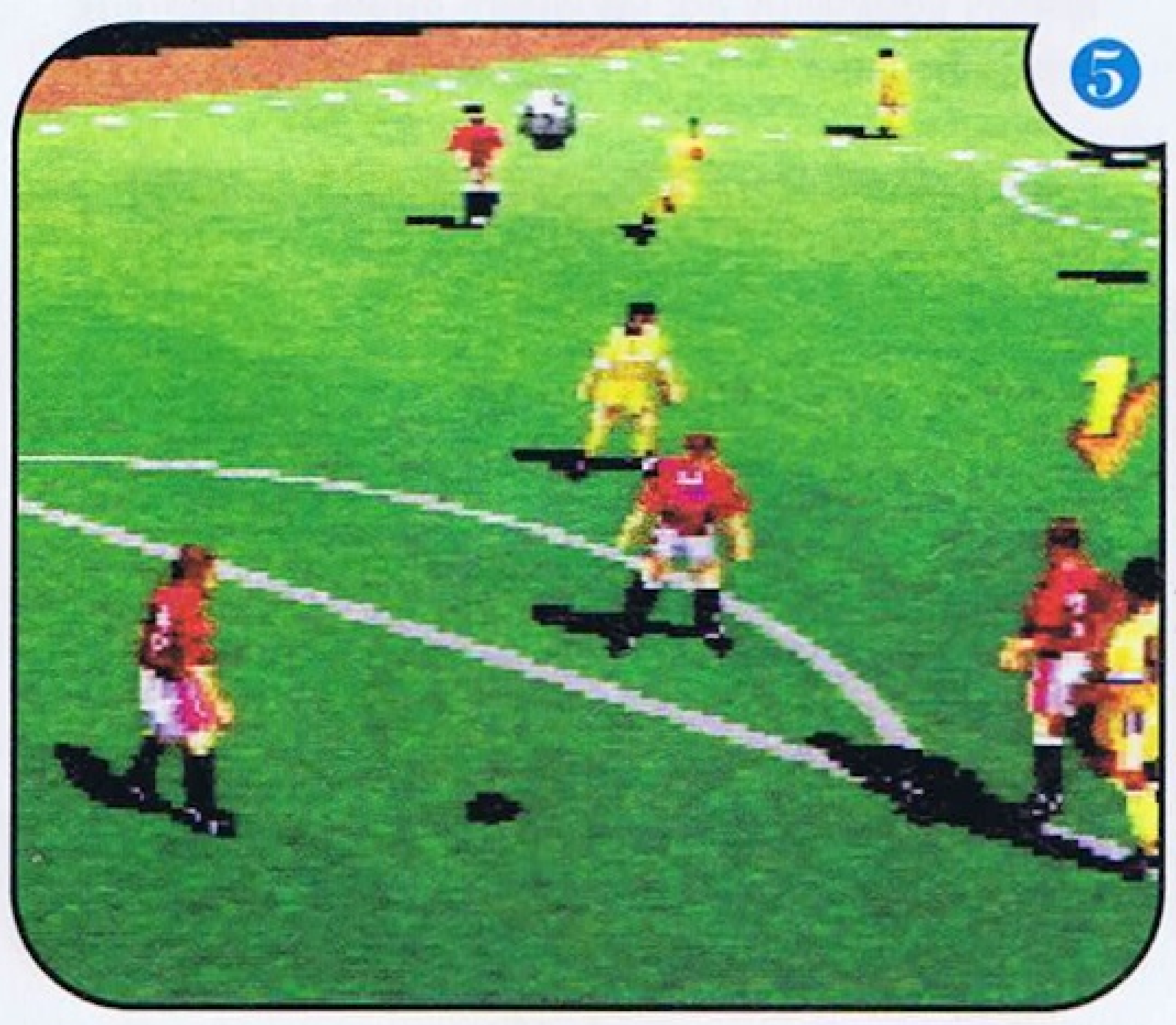
It's coming home, it's coming home, it's comi… oh, it's here. Nearly. *Worldwide Soccer '98* is our tip for the soccer top this Xmas…

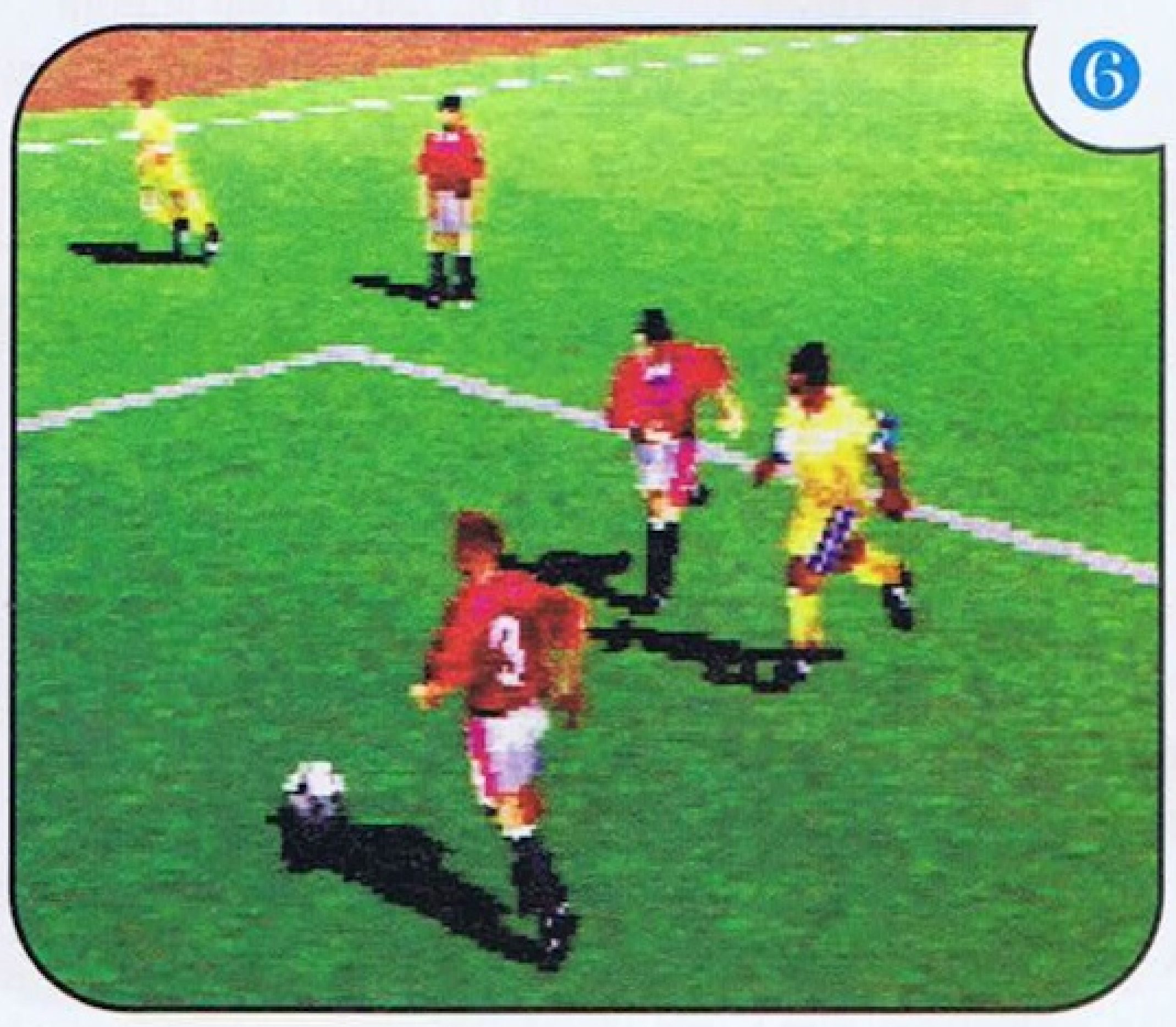
Ch-ch-ch-changes

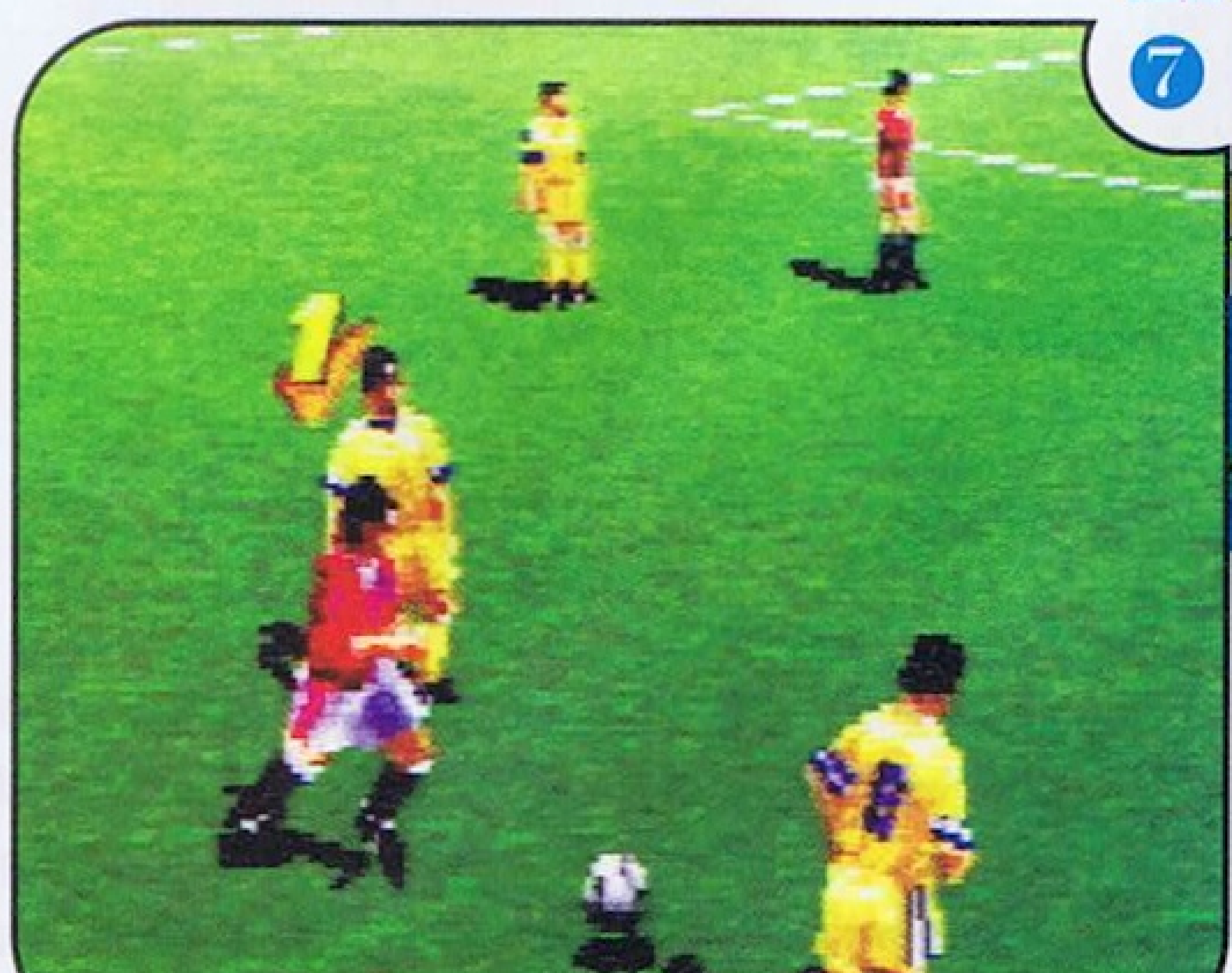
***Worldwide Soccer '98* has a number of new features. The man in the sheepskin coat found loitering in the stadium gantry is Sega's Mark Maslowicz – and here's his expert commentary on the revisions…**

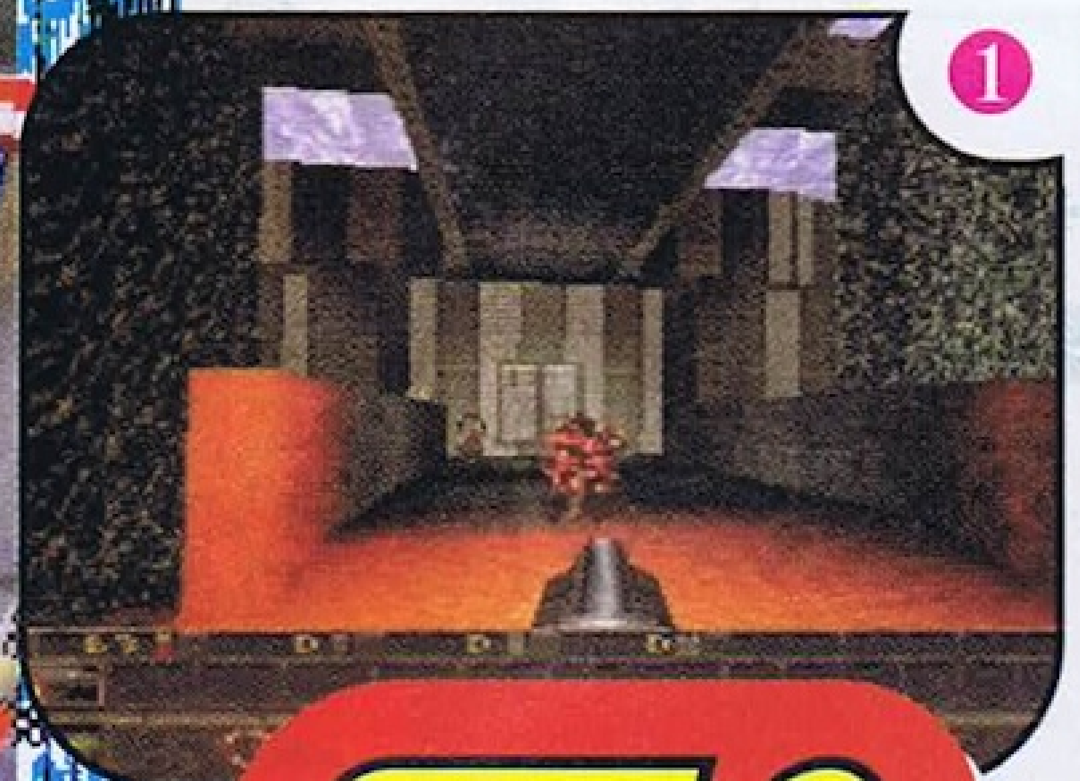
For now we can confirm the following features:

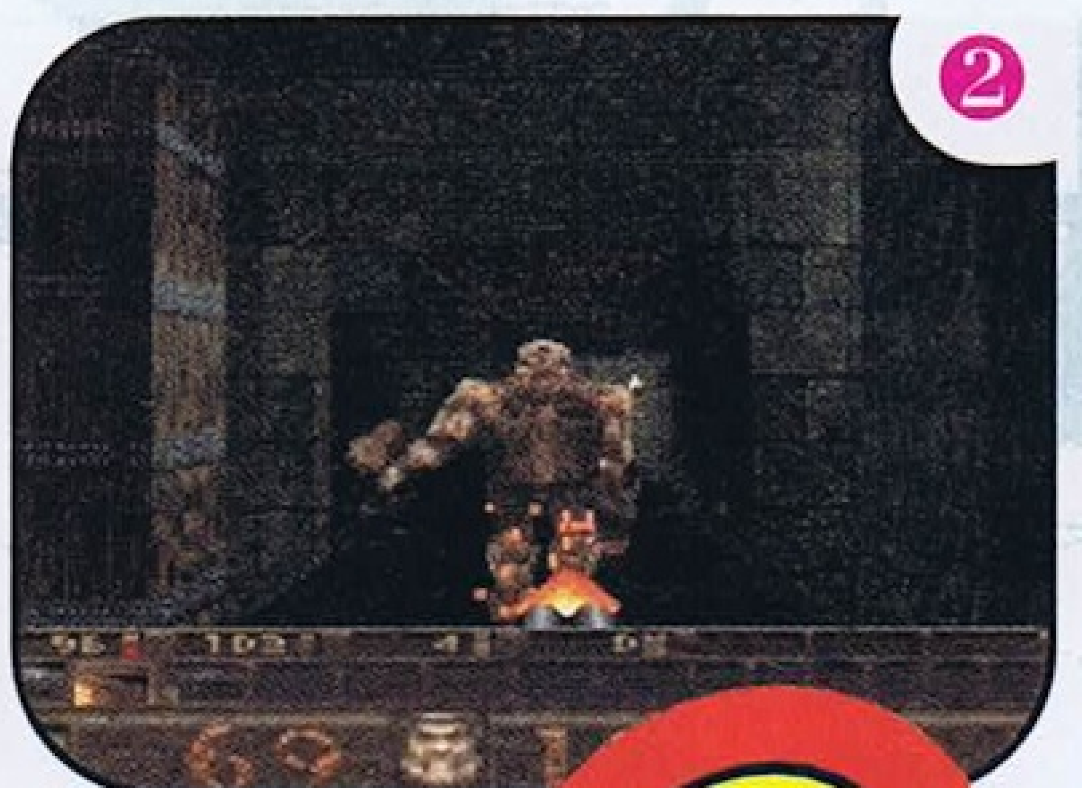
1) English, French and Spanish club leagues, each with 20 teams. For legal reasons only the English league uses real team and player names, BUT the name edit feature means that the player names can be changed by the user for the French and Spanish leagues.
2) 48 international teams (based on current rankings) with revised worldwide cup mode.
3) All new commentary by Gary Bloom with guest comments from Jack Charlton. In total there is about 3 times as much commentary as in the original.
4) Improved AI for Computer controlled teams – better goalkeepers!
5) New moves, such as ability to jump tackles.
6) New front end, FMV and presentation screens.
7) More European-style music (composed by our own Richard Jaques!)
8) Two new stadiums (for a total of five).
9) New pitch patterns for increased variety.
10) All players should be represented correctly in terms of skin colour, hair colour, etc.

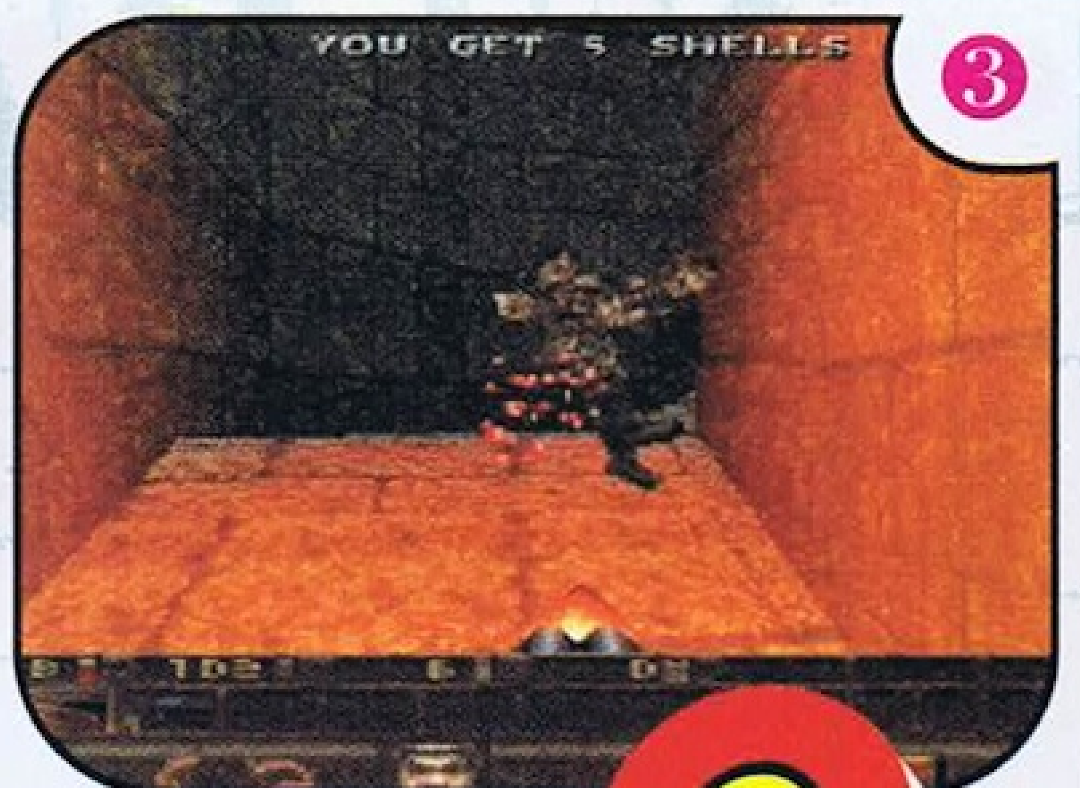


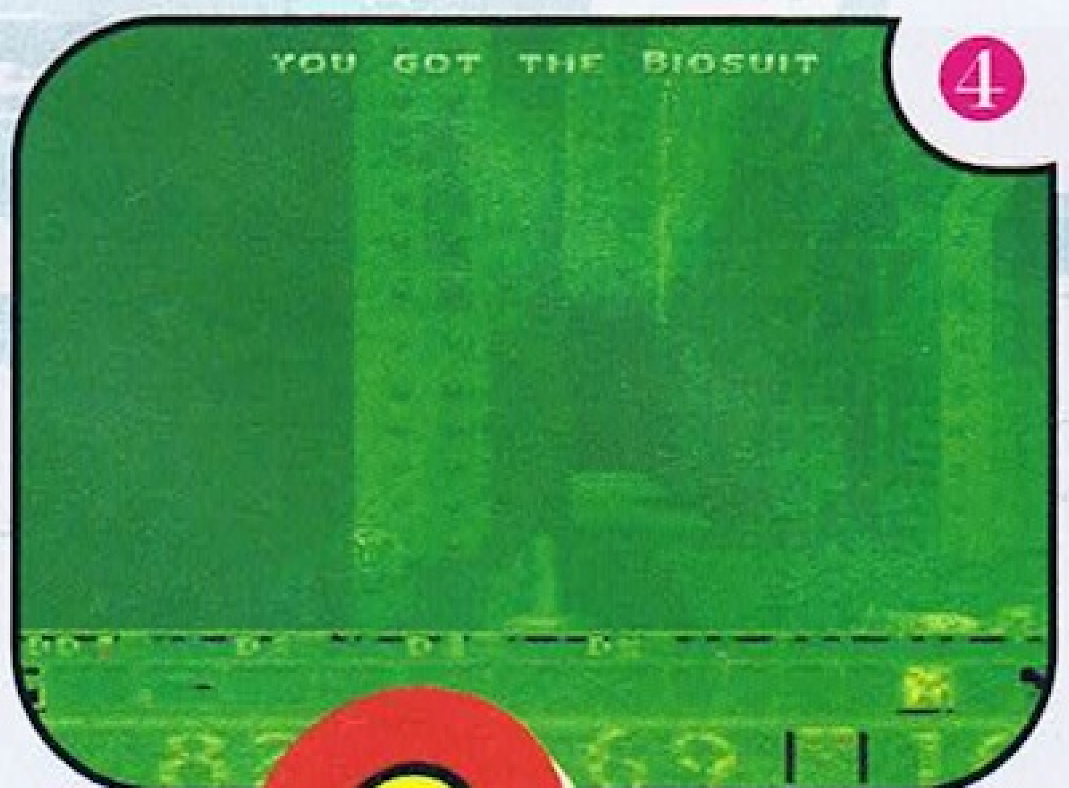










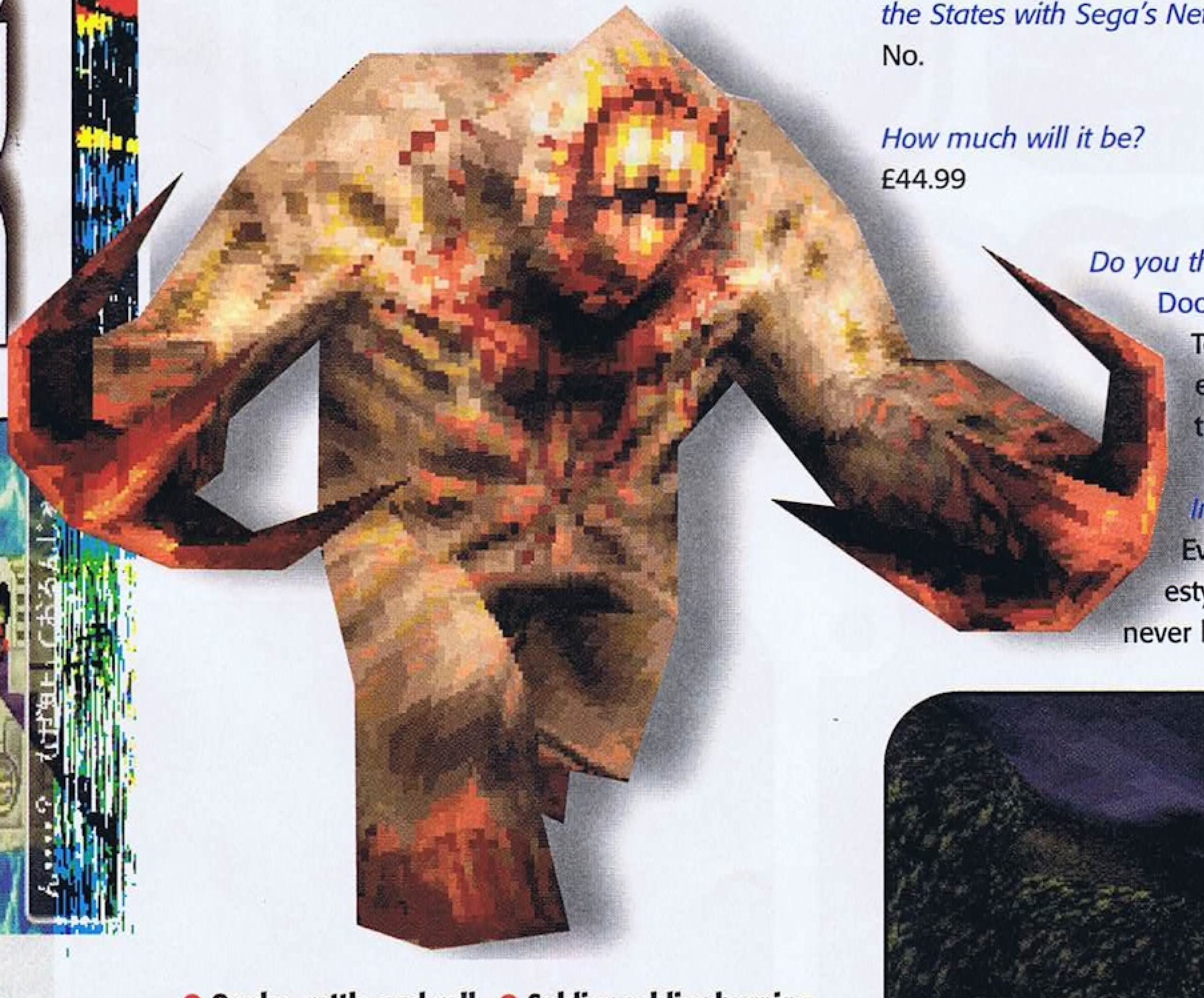


The Quake's

SEGA Update

Sega spills the beans and lets the cat further out of the bag on Lobotomy's upcoming conversion, due to be out in November. We've already previewed the game to a substantial degree but we thought it would be sort of quaint to follow that up with a probing interview with Sega themselves on their own thoughts of the title.

***Quake* was one of the most popular games on the PC, but will it duplicate this success on the Saturn? Do Lobotomy need their heads looking at? Get ready to rumble as Sega elaborate…**



① Quake, rattle and roll. ② Soldier soldier burning bright, in the middle of the night. ③ Wake up, time to die. ④ Brilliantly animated characters, stalk your every move. ⑤ The Enforcer will try to toast your face. ⑥ Bloody hell! ⑦ A dark spooky atmosphere.

How is the development going – what stage are Lobotomy currently at?
Things are progressing well. Lobotomy are close to reaching the beta stage right now (mid August). Then there's testing, fine-tuning and we're on course for a November release.

Will it be an exact copy of the PC version?
Pretty much. There have been some compromises, but nothing major. Some extra features from the mission packs and elsewhere should make it in.

The Exhumed *game engine is used but has been improved upon. What are these improvements, and how do you see them making a difference to the finished game?*
I can't really comment on it from a technical point of view. Suffice to say that its been improved substantially to handle *Quake*'s complexity.

Will it be able to be networked like the PC version in the States with Sega's Netlink?
No.

How much will it be?
£44.99

Do you think it's an improvement on Doom?
To be frank, it's not fair to even mention these two in the same sentence!

In which ways exactly?
Every way. *Doom* was a travesty on Saturn that should never have seen the light of day. It shows that it was just down to poor programming, especially when you see what Lobotomy are able to achieve on Saturn.

Where does the title come from?
No idea. You'd have to ask id.

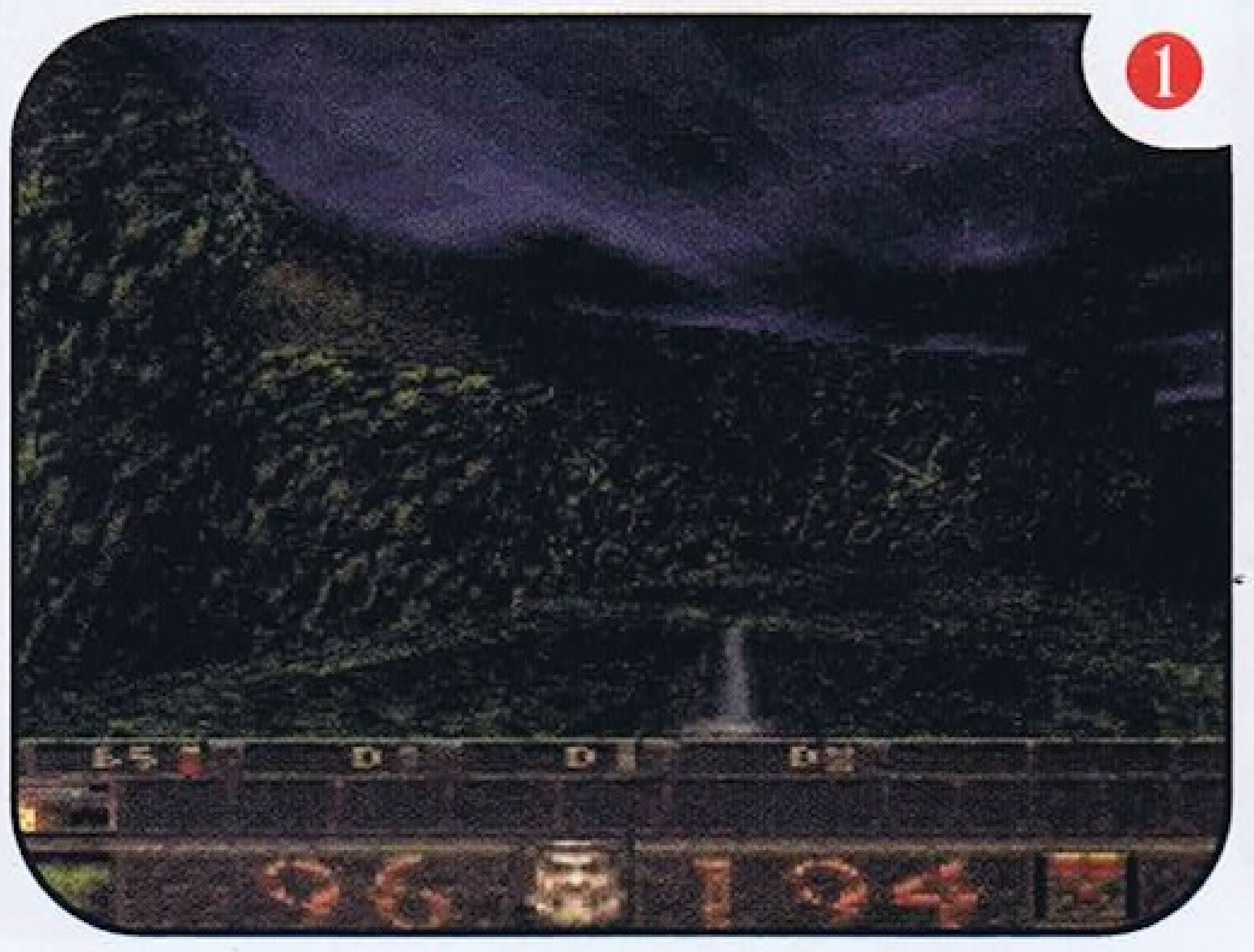
Quake on the PC lacked the solitary appeal of Duke Nukem 3D *or* Doom*. What's your opinion on this?*
They are different styles of game and each has its own appeal. *Duke* is more humourous and fun while *Quake* is darker and more serious. People should buy them both and make their own minds up.

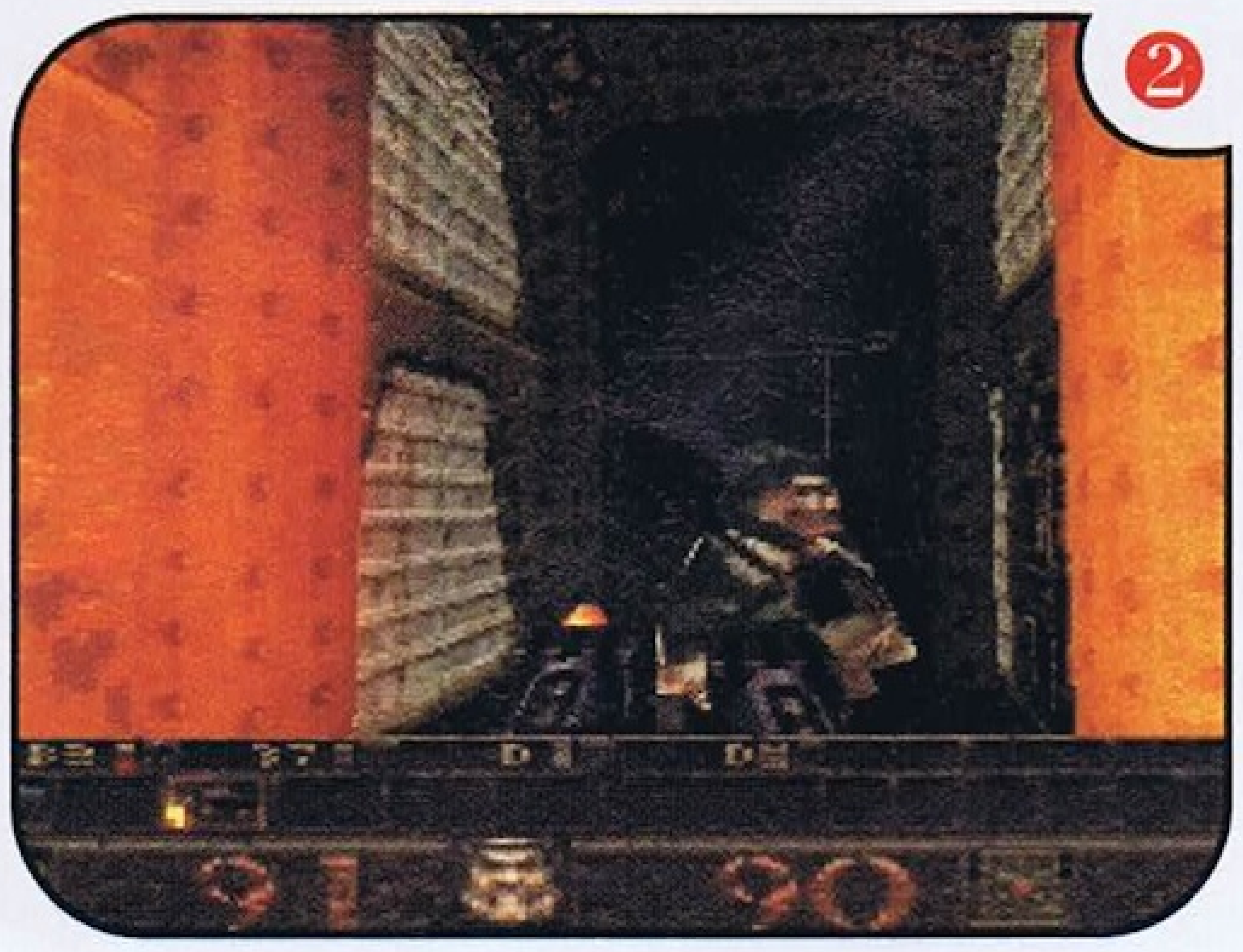
Do you think that making Quake *a one player game is a bit of a disappointment in gameplay terms?*
Well obviously we'd have liked to have multi-player, but it really was impossible technically.

How has it changed since the last time we spoke?
It changes each time we get a new version. It's getting better and better basically.

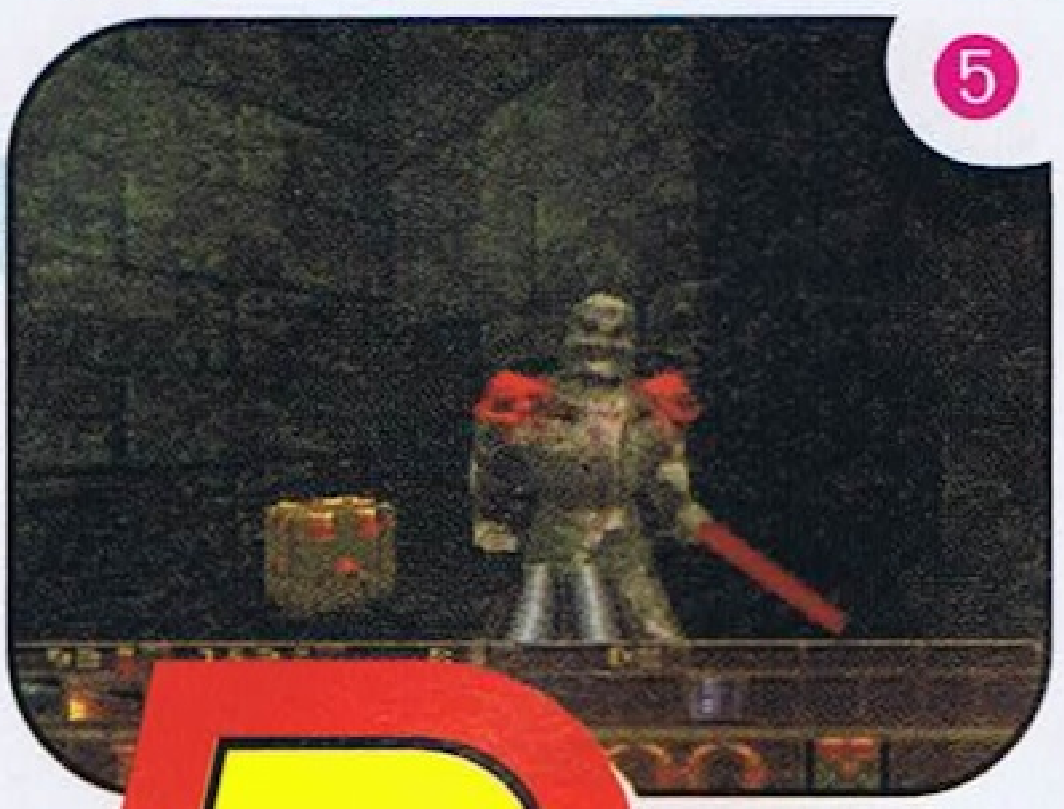
Now the characters are in the game, how has this affected the frame rate?
It hasn't really. Lobotomy are going through the game level-by-level to ensure that a steady frame rate is maintained throughout. No specs are available on frame rates at this stage though.

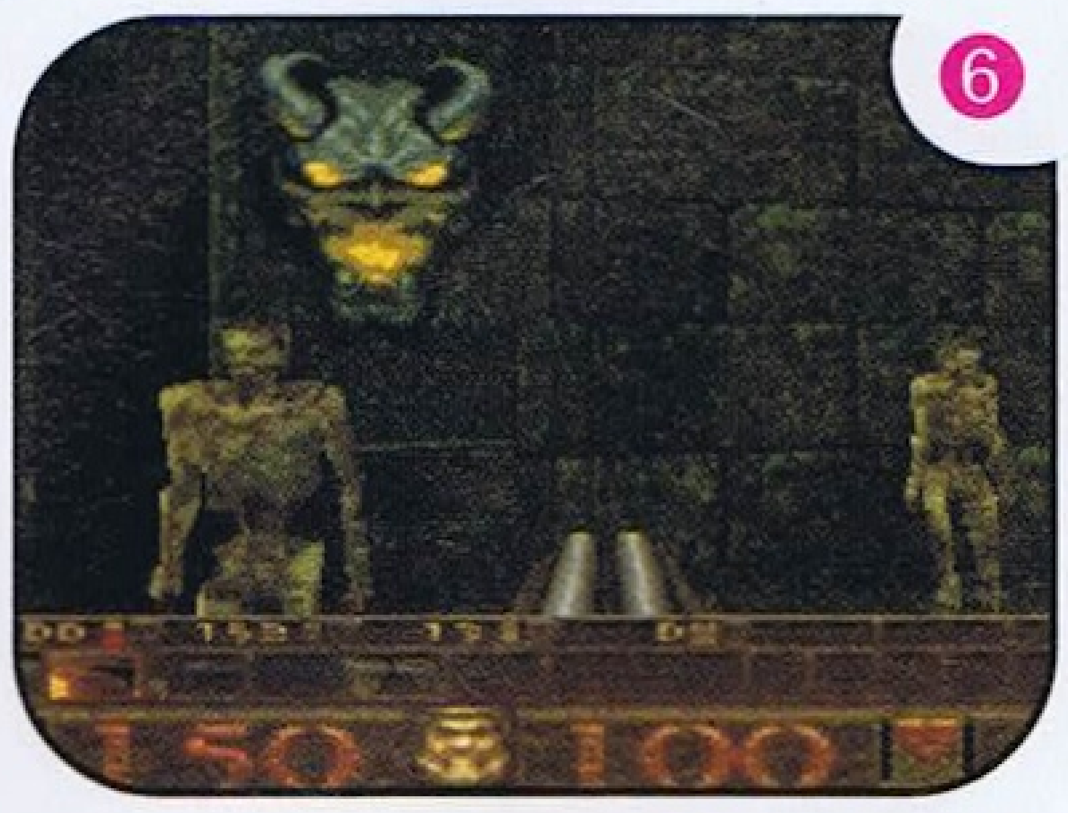
How do the enemies affect the frame rate? Is slowdown something Saturn owners will have to accept?
Well, the more things that are on screen at a time, the more processing power is required, therefore you can have slowdown problems. But as mentioned above, Lobotomy are confident about overcoming any difficulties.

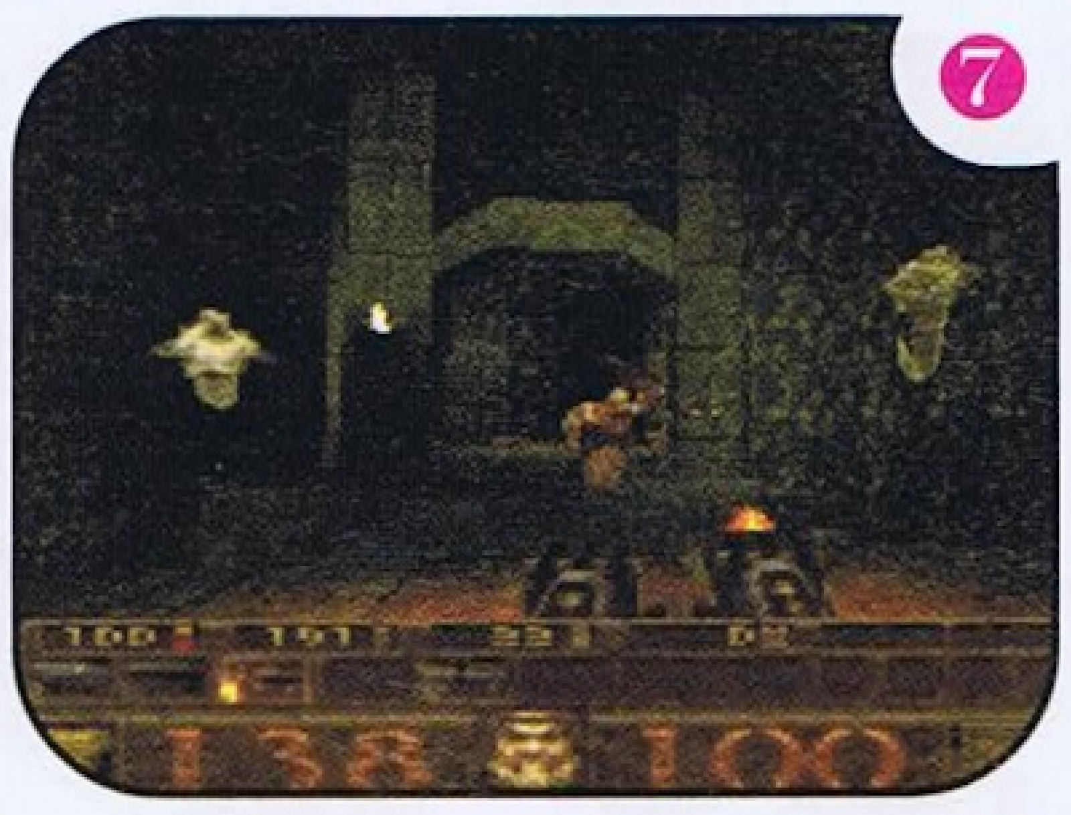


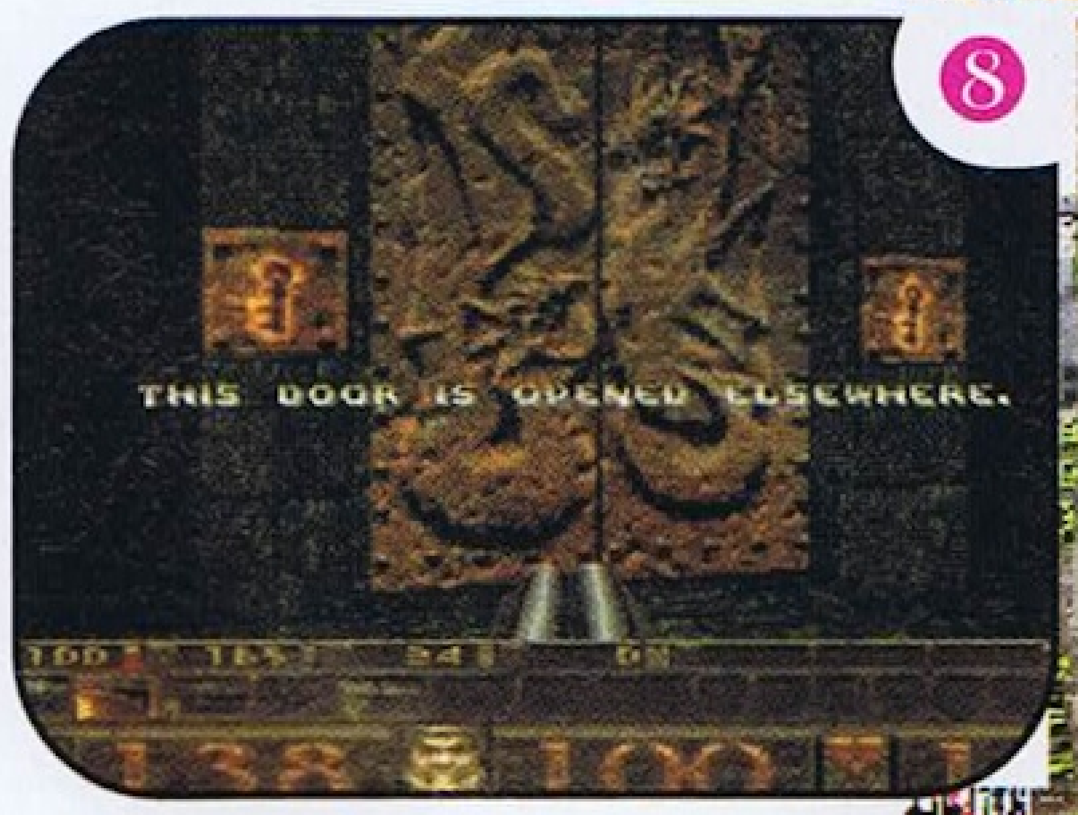


Developer ....Lobotomy **Release Date** ....November
Players ....One **Sega** .....☎ (0181) 995 3399









Progress

① Ah haa! This is a familiar perspective... ② The Ogre enjoys eating lead, apparently. ③ That guy looks a bit armless. Yukyukyuk. ④ *Quake*. Yum. ⑤ Here comes the knight, and he'll try to slice you in two sporting a nasty pair of shoulder pads. ⑥ Metallica fans. ⑦ A light sourcing bonanza. ⑧ & ⑨ Access to a later level. Enter...

What do id think of it so far?
They are very impressed. They didn't think it could be done on a 32 -bit console.

Are there any extra characters or enemies from the PC version?
It's a possibility that we could get some extra monsters put in, but that's not confirmed yet.

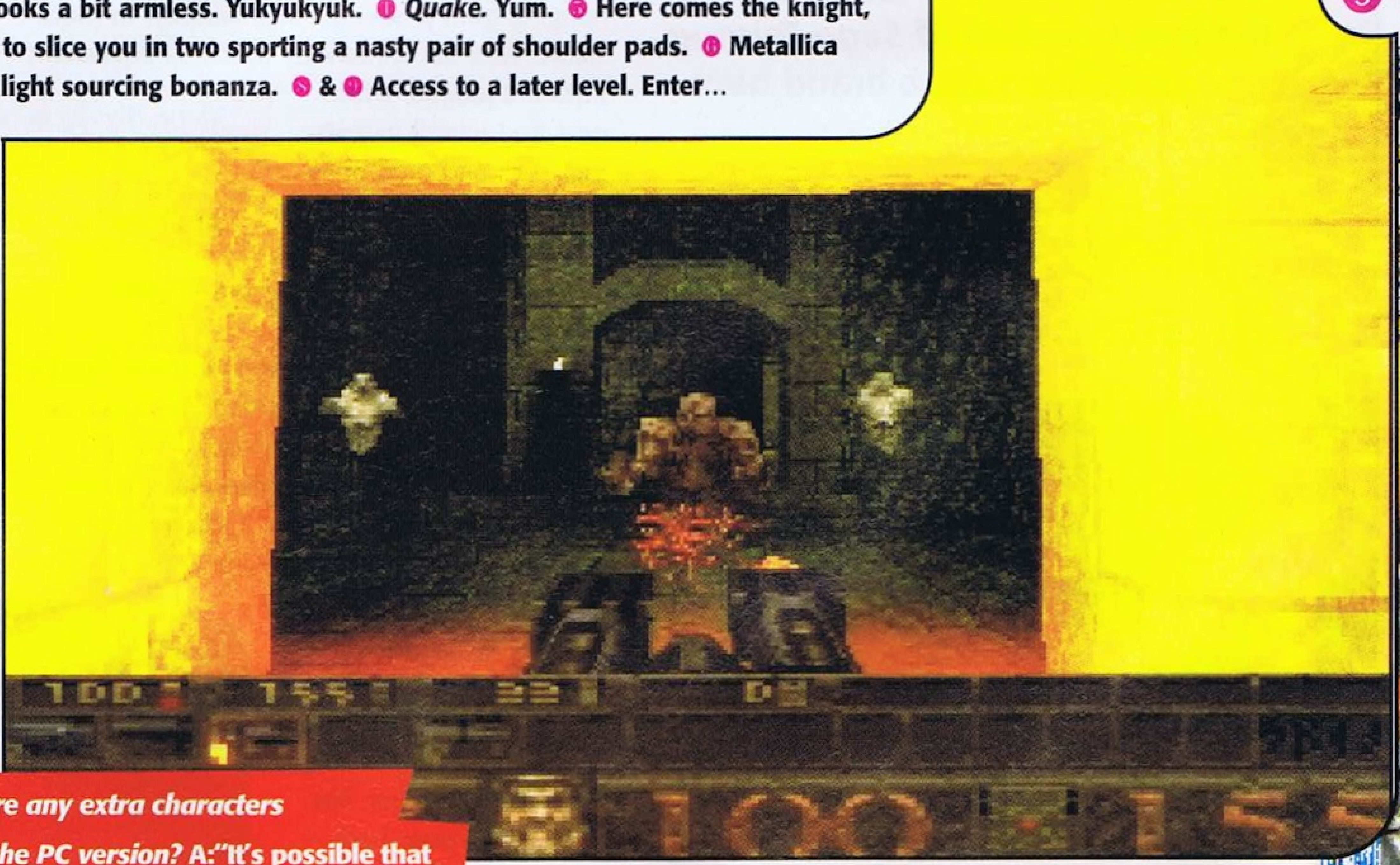
Critics have said that id concentrated on creating a superb multi-player game, but neglected the solitary game. You're comments please. In your opinion, does being a single player game harm its marketability?
Sure they wanted a outstanding multi-player game, but they made sure it was good in one-player mode also. The mechanics of getting games like this to be multi-player on a console are not easy. Split-screen is technically demanding and link-up is just not practical.

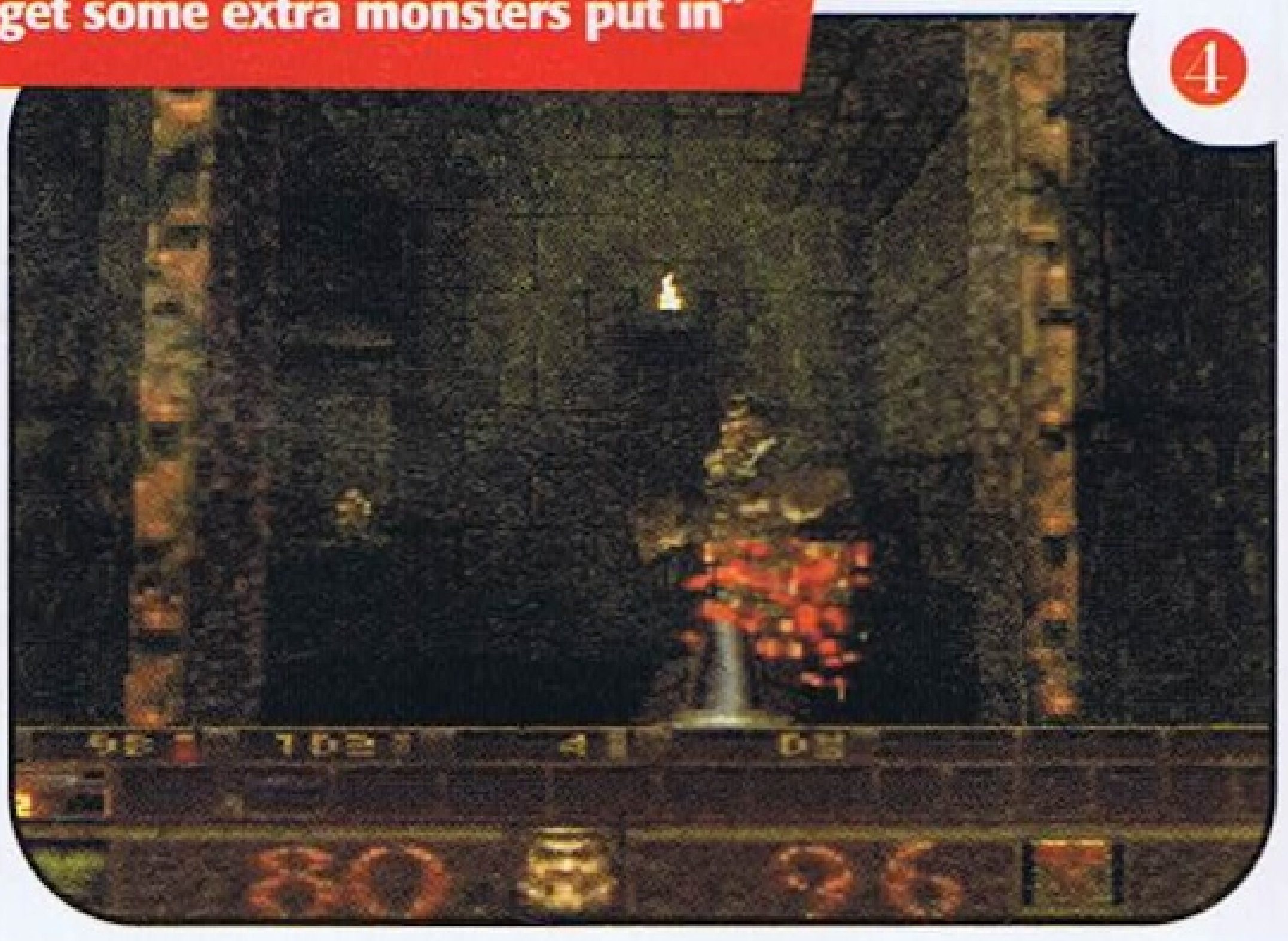
What level of interest and hype are you experiencing with Quake at the moment?
Well, it's widely regarded as one of the best PC games ever. So the fact that it's on Saturn is very exciting for us, and is indeed generating a lot of interest.

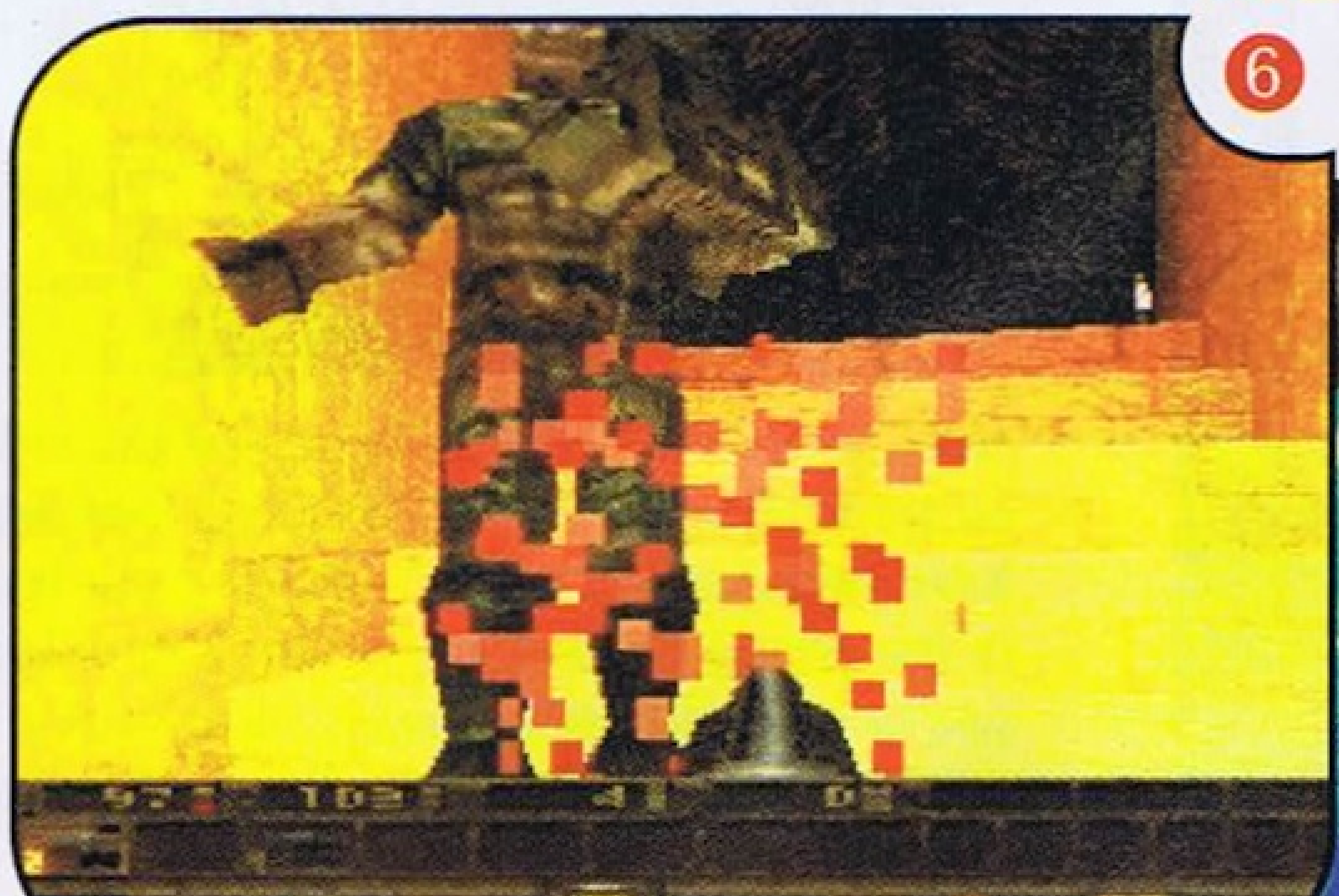
Are you looking forward to it? If yes, then why?
Yes. Why? Because its a fun game as simple as that. You end up taking Lobotomy's technical achievements for granted after a while (which you shouldn't) and just get engrossed in the game.

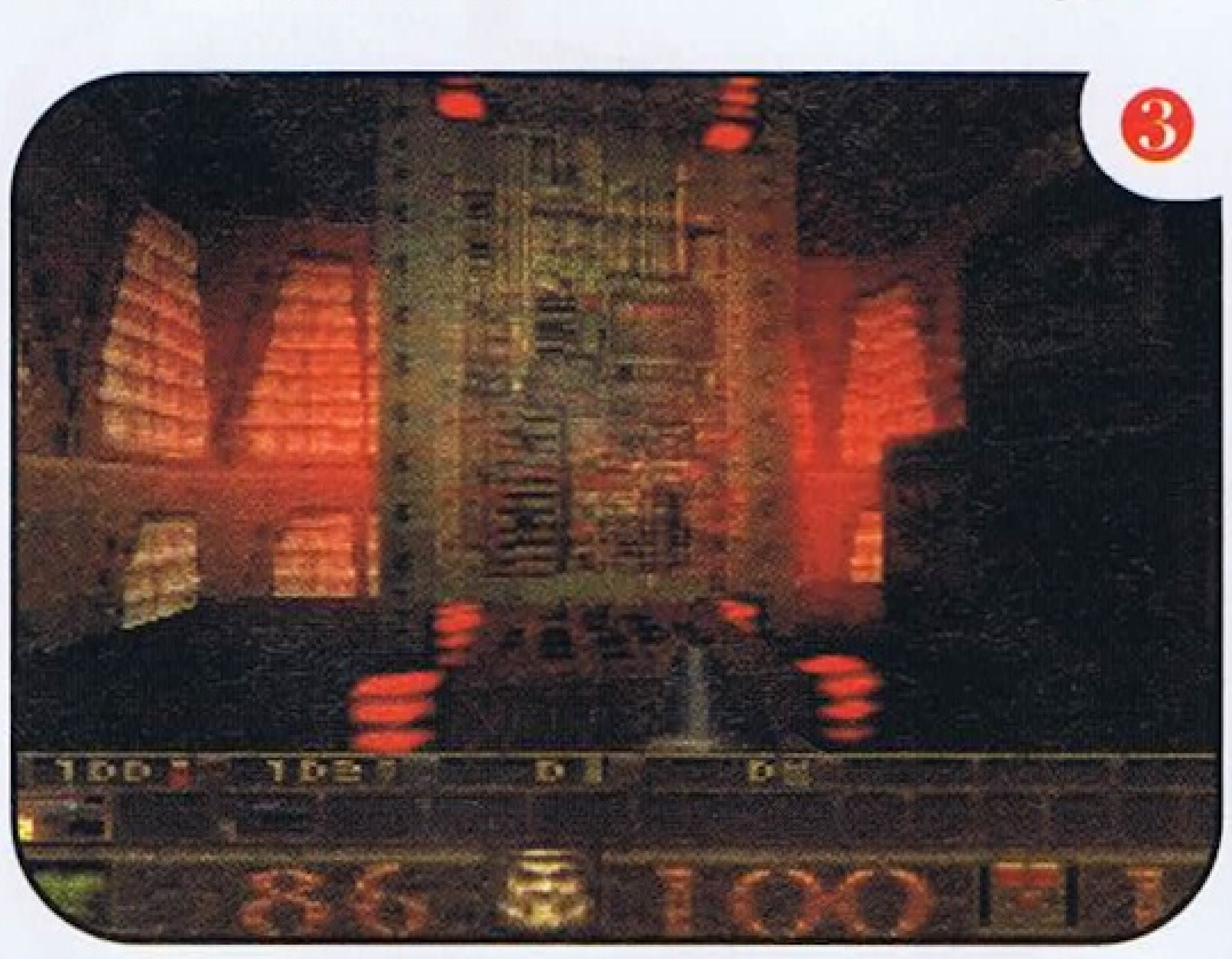
Will it be a success?
Due to the extreme level of hype and pre-release interest in the title, I'm sure it'll be one of the Saturn's best ever titles.

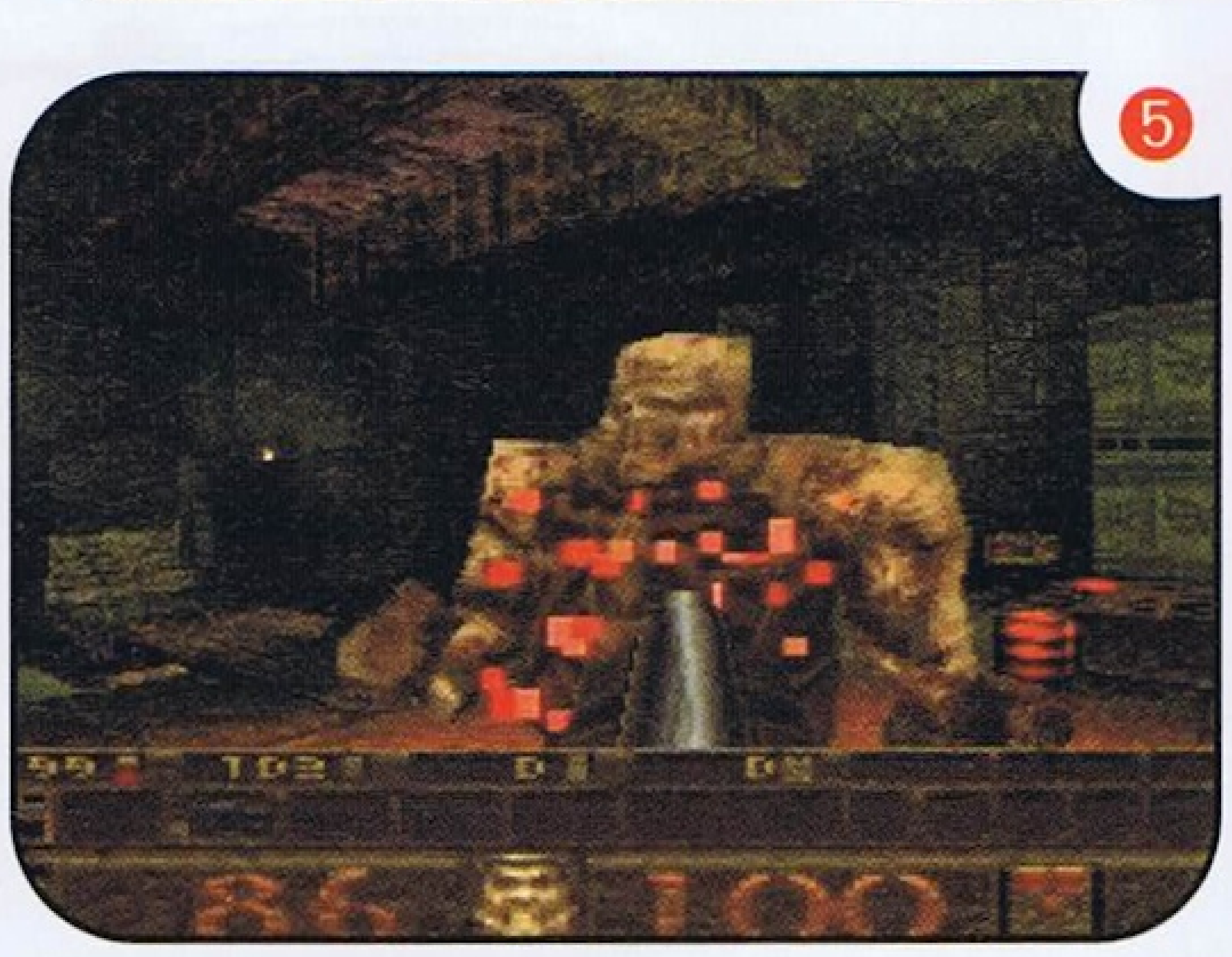
> *Q: "Are there any extra characters from the PC version? A:"It's possible that we could get some extra monsters put in"*

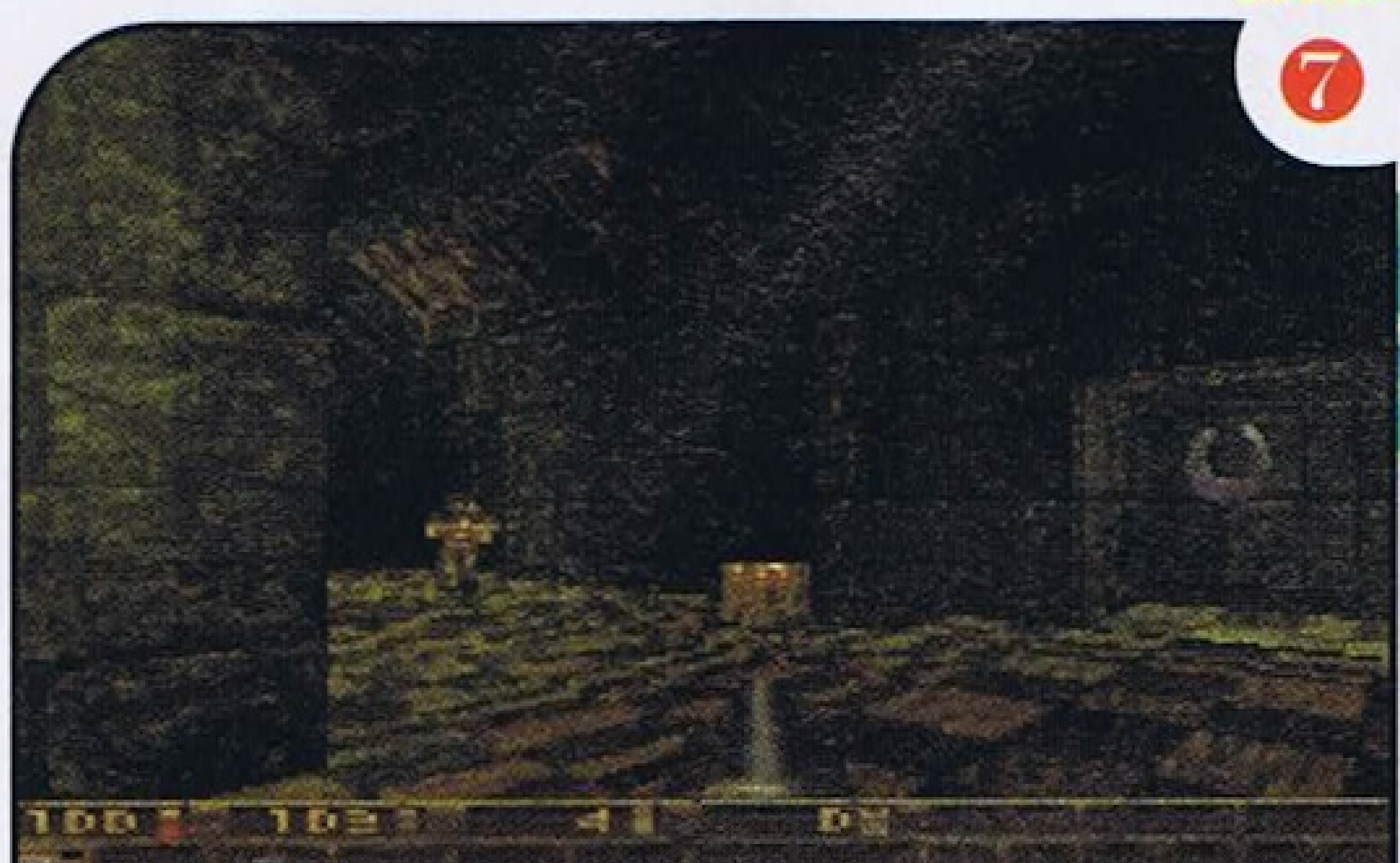


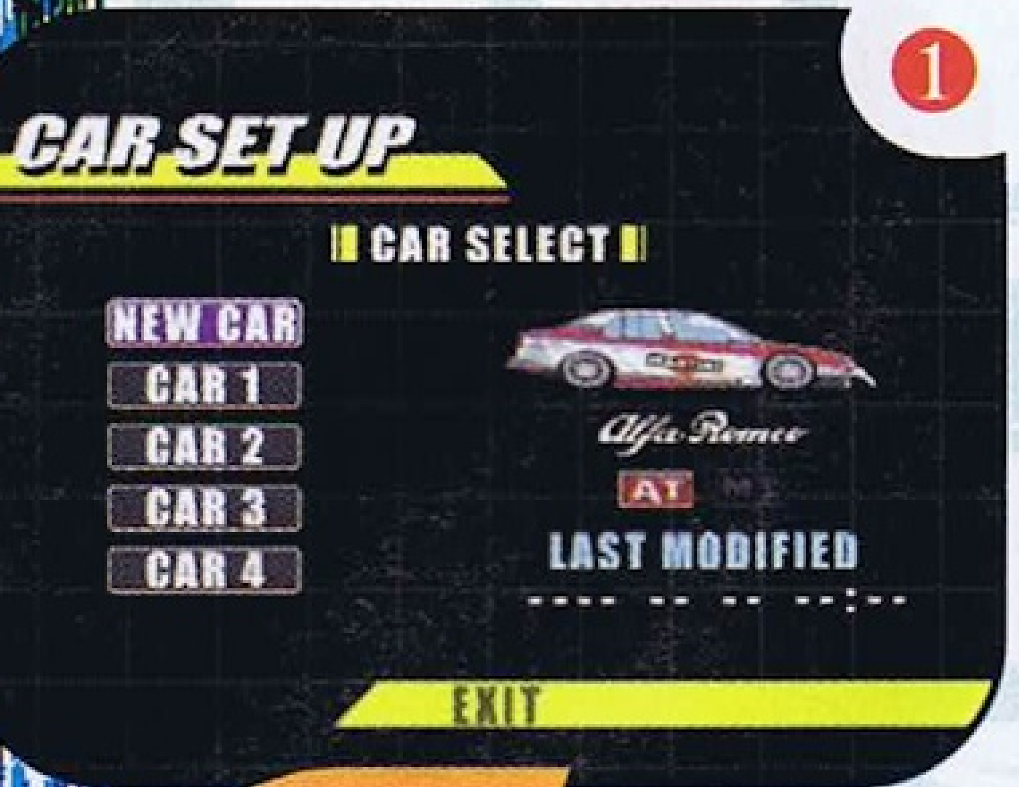


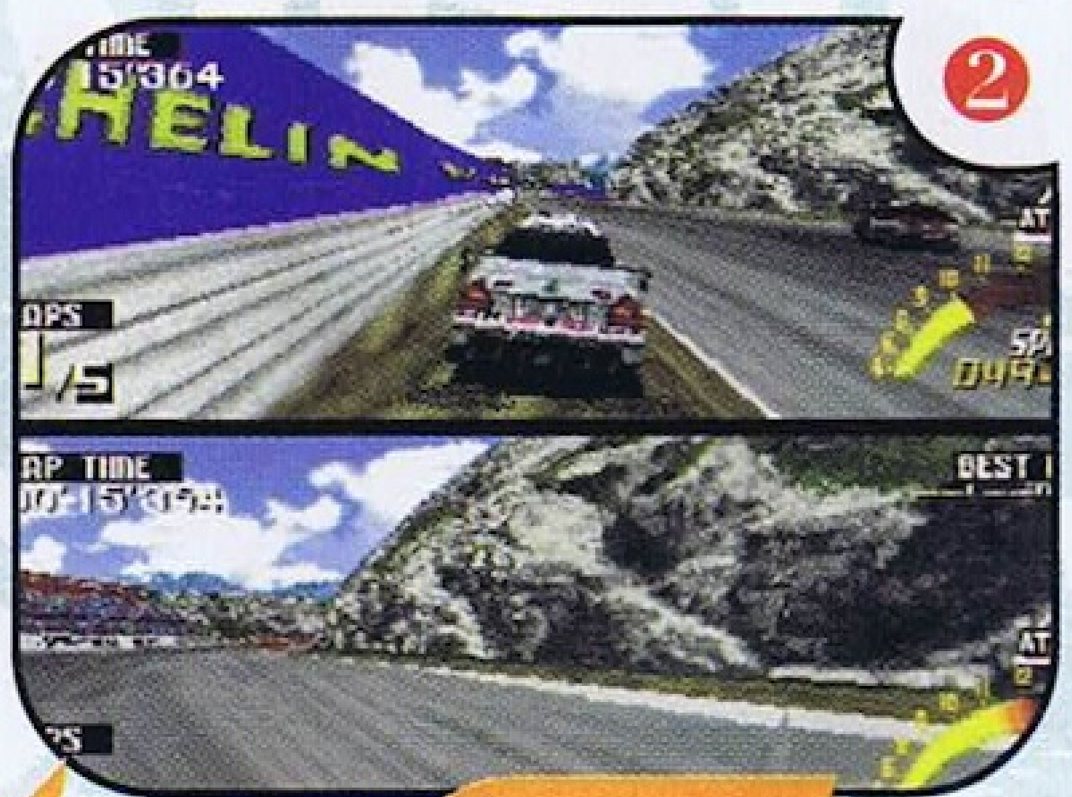


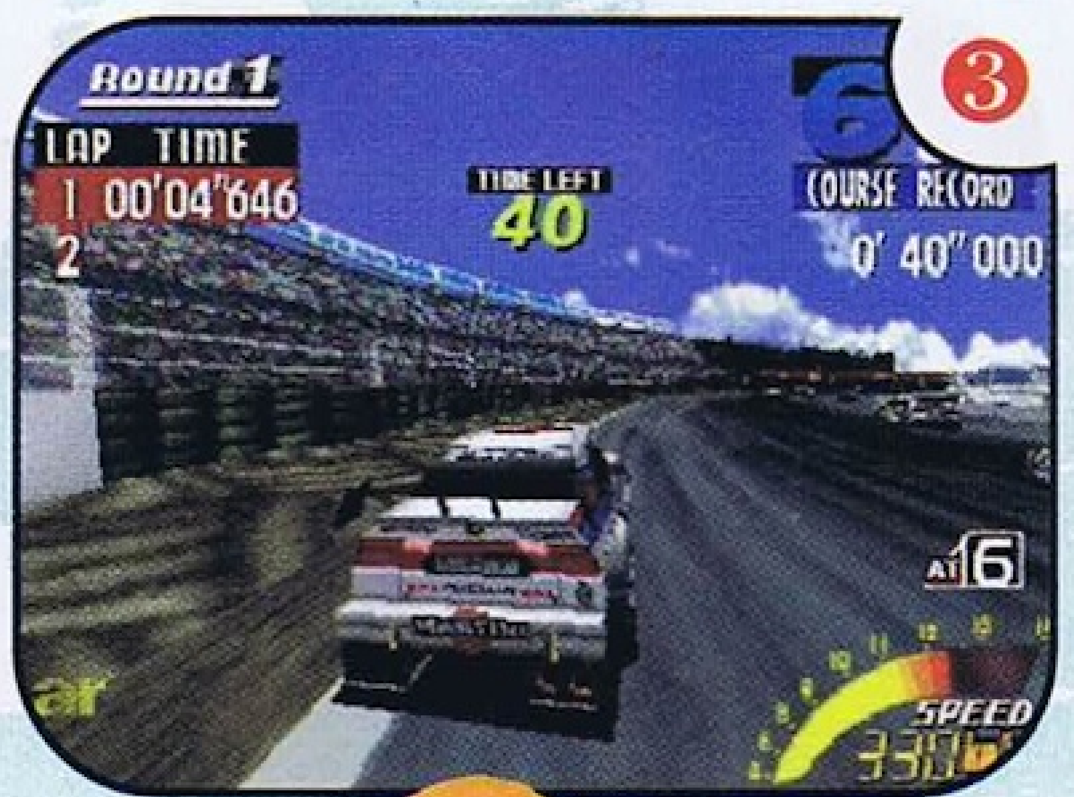


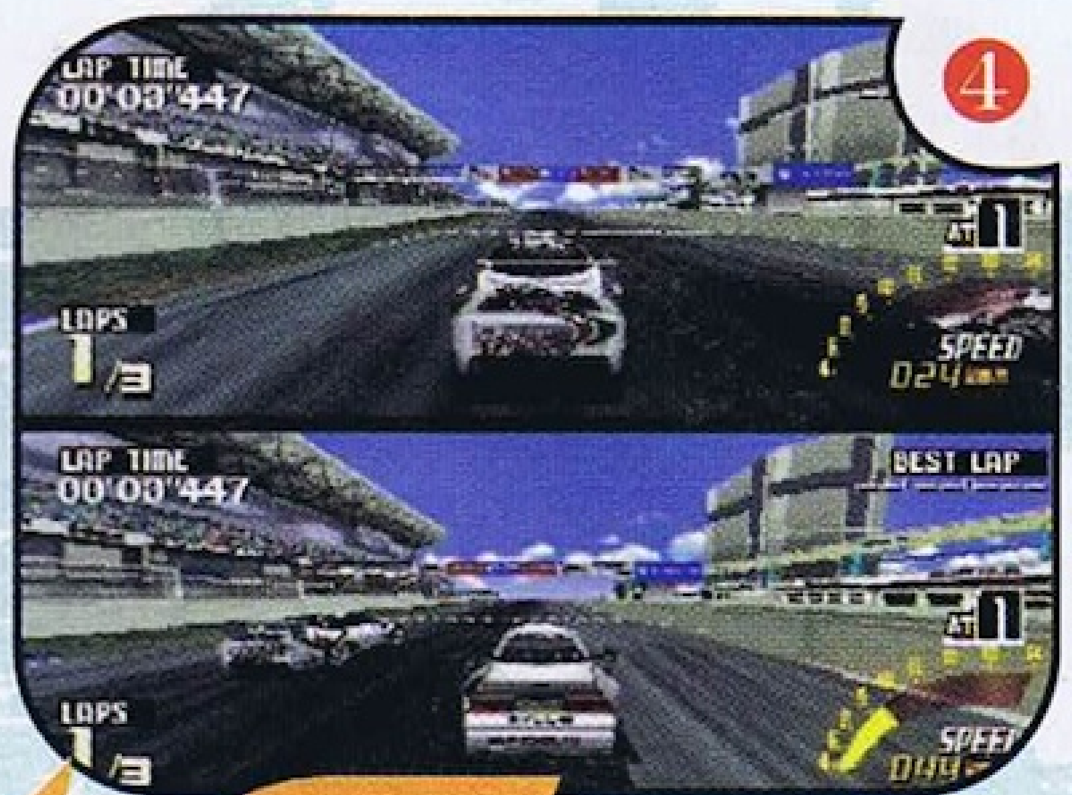





1
CAR SET UP
CAR SELECT
NEW CAR
CAR 1
CAR 2
CAR 3
CAR 4
Alfa Romeo
AT
LAST MODIFIED
EXIT



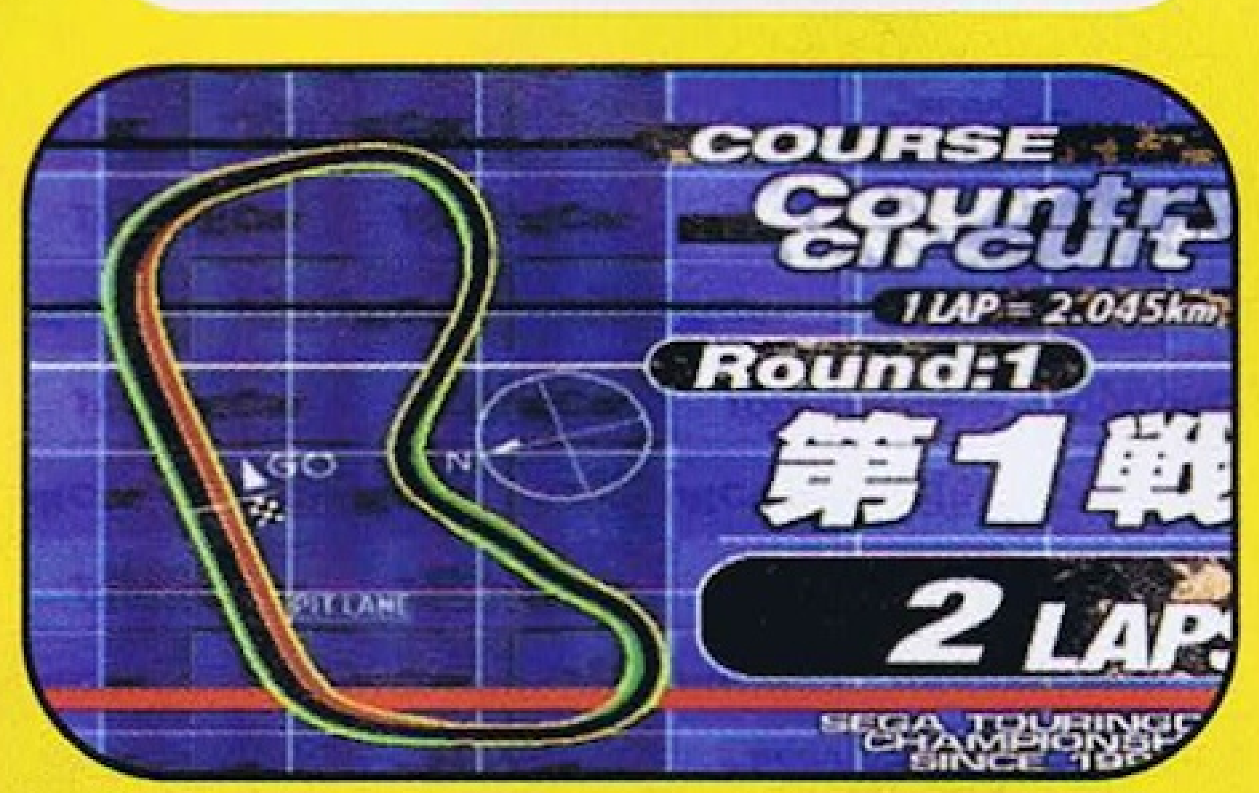

3
Round 1
LAP TIME
1 00'04"646
2
TIME LEFT
40
COURSE RECORD
0' 40" 000
SPEED

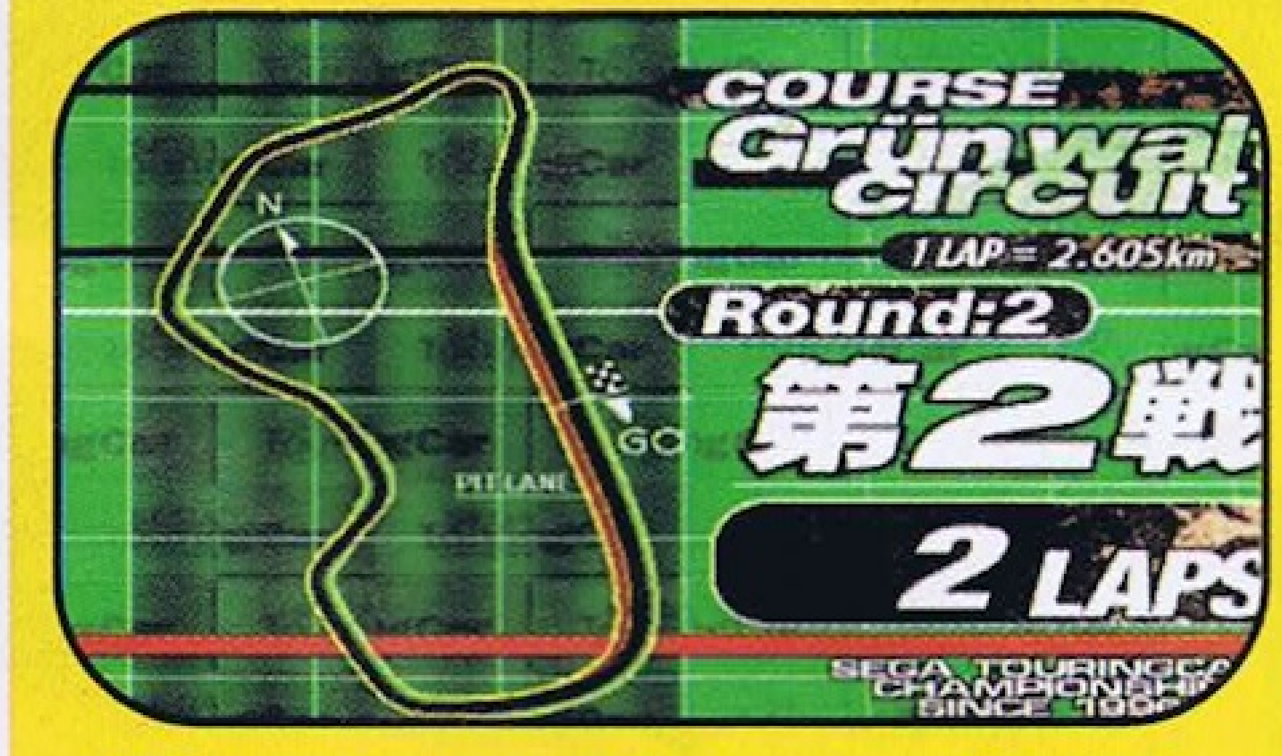

4
LAP TIME
00'03"447
LAPS
SPEED
BEST LAP

Sega Touring Car

Featured in great depth two issues ago, we now take a look at the latest version of *Sega Touring Car*, complete with a brand new two-player option…

Tracks of my steers


COURSE
Country Circuit
1 LAP = 2.045km
Round:1
第1戦
2 LAPS
PIT LANE


COURSE
Grunwal circuit
1 LAP = 2.605km
Round:2
第2戦
2 LAPS
PIT LANE

With Ocean's *V-Rally* having upped the ante on track allocations, it's surprising that Sega have only decided to add a single extra track to the arcade original's four. But hey, unless you're some git selling dodgy burgers at a roadside food place, it's *quality*, not quantity, that counts.

Sega Rally is still powersliding past nine out of ten racing games with ease, co-driver's arse hanging from passenger-side window in mock salute. As a benchmark by which all equivalent titles are judged, I, for one, find myself increasingly sick and tired of 'Is this the new *Sega Rally*?'-type editorial. I can almost accept it with *Touring Car*… but I stress the *almost*.

> **"The difficulty curve that was evident in the arcade original also poses no problem for the home-based crowd…"**

I'm also mightily annoyed with one certain Dean Mortlock. Having awarded his deputy a detailed and engrossing pay rise… (cough)… I mean having written a detailed and engrossing *Touring Car* preview feature back in Issue Four, he's left me with little new to impart. He even anticipated new improvements ahead of their inclusion, on several occasions, stealing my thunder before I'd even had chance to get me clouds together, like. So what's a poor hack – such as what I am – to do, guv? Reiterate? Re-write? Plagiarise? Or natter about little for the first two paragraphs in order to boost a struggling word count? It's a quandary, and no mistake.

5
NEXT STARTING GRID
NEXT ► Roun
次のレースま
しばらくお待
ください。
avex t
MUSIC S

❶ Would you like to try to caption a picture such as this? Well would you? ❷ The first picture of the two-player mode. Lovely. ❸ Another car, another caption. ❹ Zzzzzz. ❺ A screen!!! With some Japanese text!!!

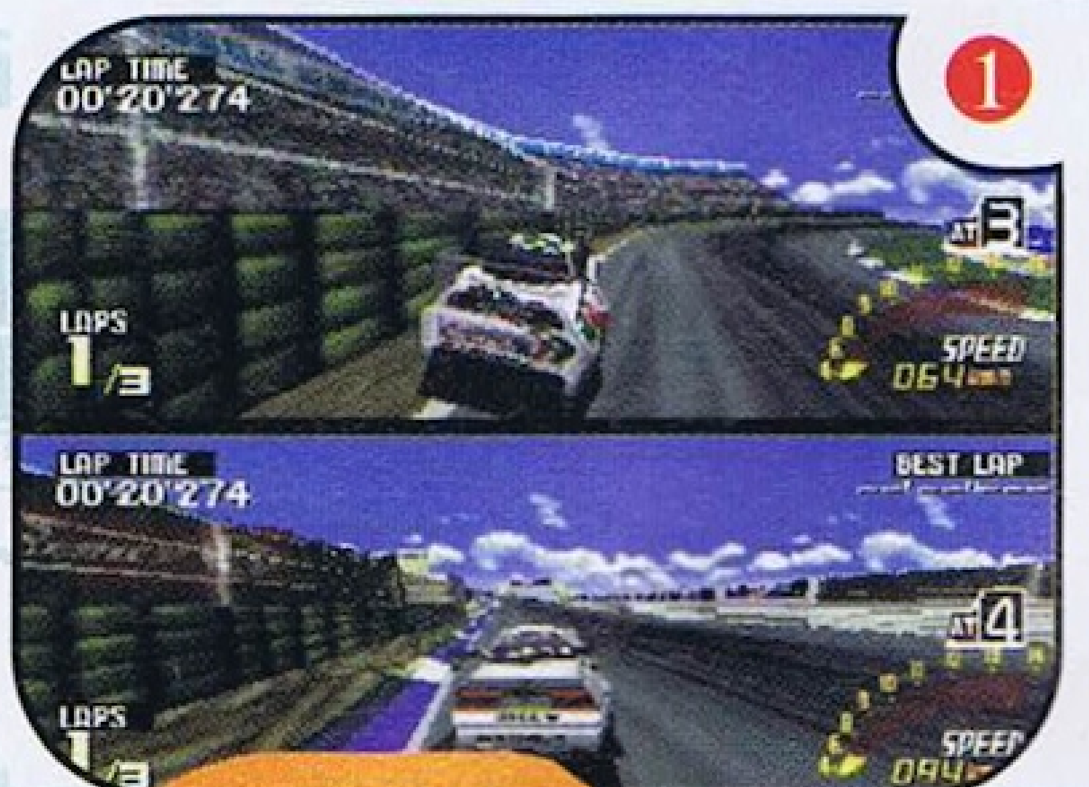
The Model 2 version of *Touring Car* has always struck me as a top-notch console or computer game, hamstrung by the restriction of being an arcade machine. The basic concept is sound, but the potential for exotic and scenery-friendly locations is rather limited – the races taking place, as they do, on bland race tracks. Watch coverage on *Grandstand* and you'll see what I mean. Trawling for opinions through the Future Publishing offices, I was surprised to find most people were of the same opinion: that they were disappointed by it as a pseudo-sequel to *Sega Rally*, that its handling seemed too sensitive and that the races were too short.

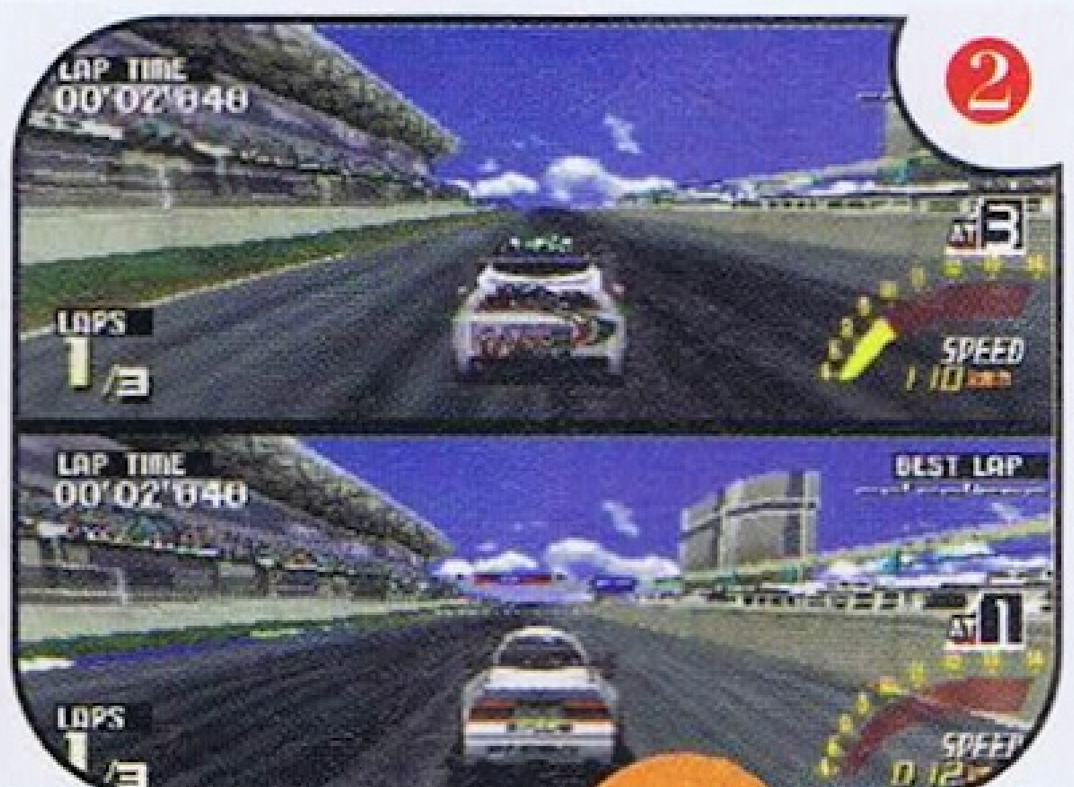
Converted by the team responsible for the slick Saturn version of *Virtual On*, *Touring Car* in its 32-bit form will be tweaked, refined and, above all, it will be *fast*. The current alpha is so speedy it's almost unplayable – a state of affairs that, obviously, is currently being resolved. The CS team are currently trading off velocity for frame rate, in order to make it a smoother experience. The difficulty curve of the arcade original also poses no problem for the home-based crowd – after all, there's certainly plenty of time to refine your skills.

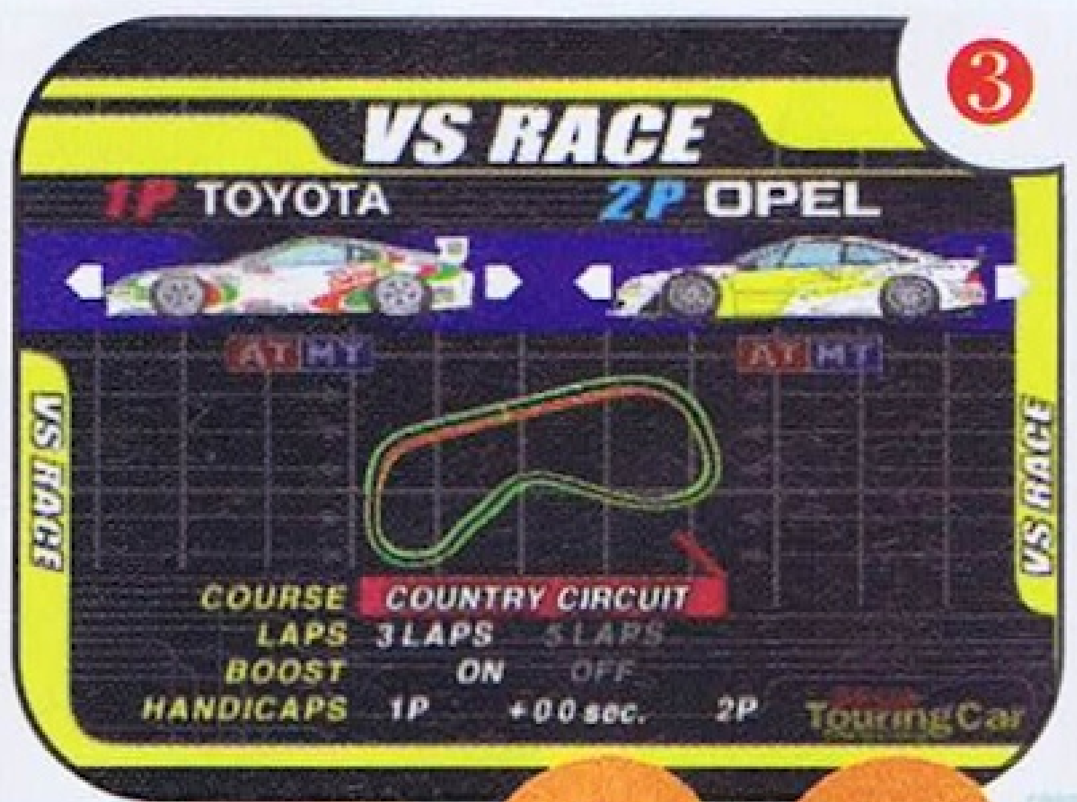
A two-player mode has been added

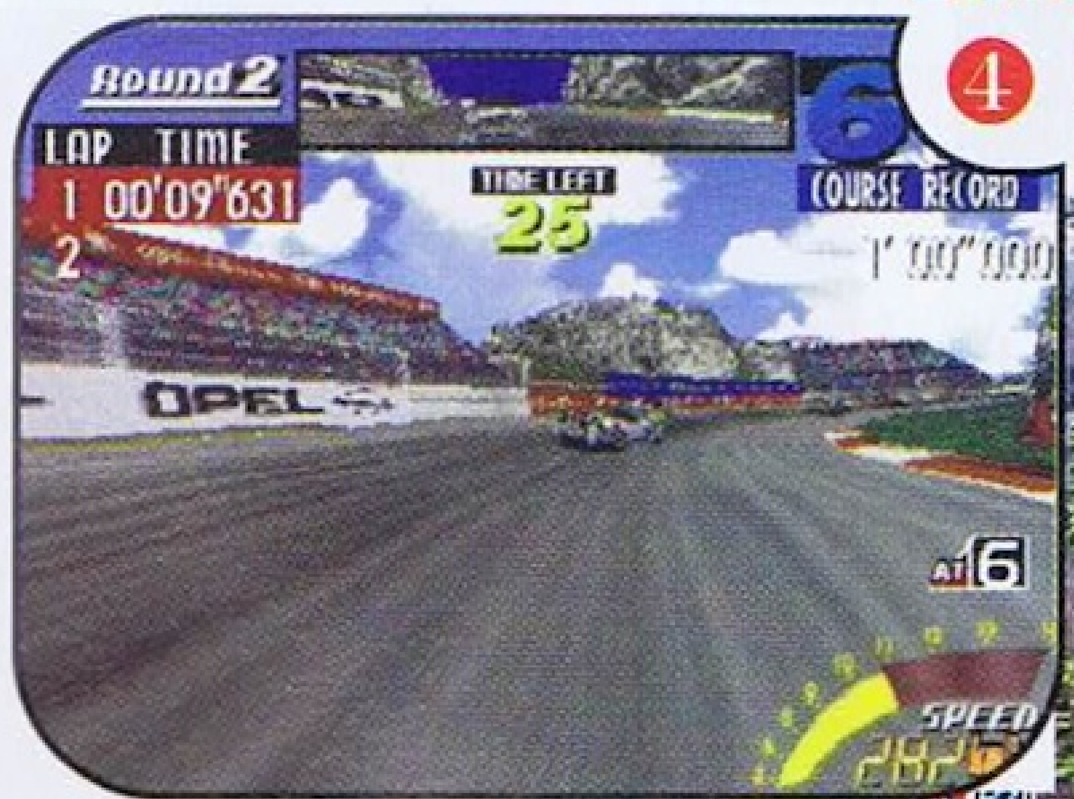
OPEL
OPEL TEAM JOEST
BAUMLER
BOSCH
MICHELIN
MARTINI
Castrol
TOYOTA
BRIDGESTONE

Developer ....CST **Release Date** ....November
Players ....One–Two **Sega** .....☎ (0181) 995 3399

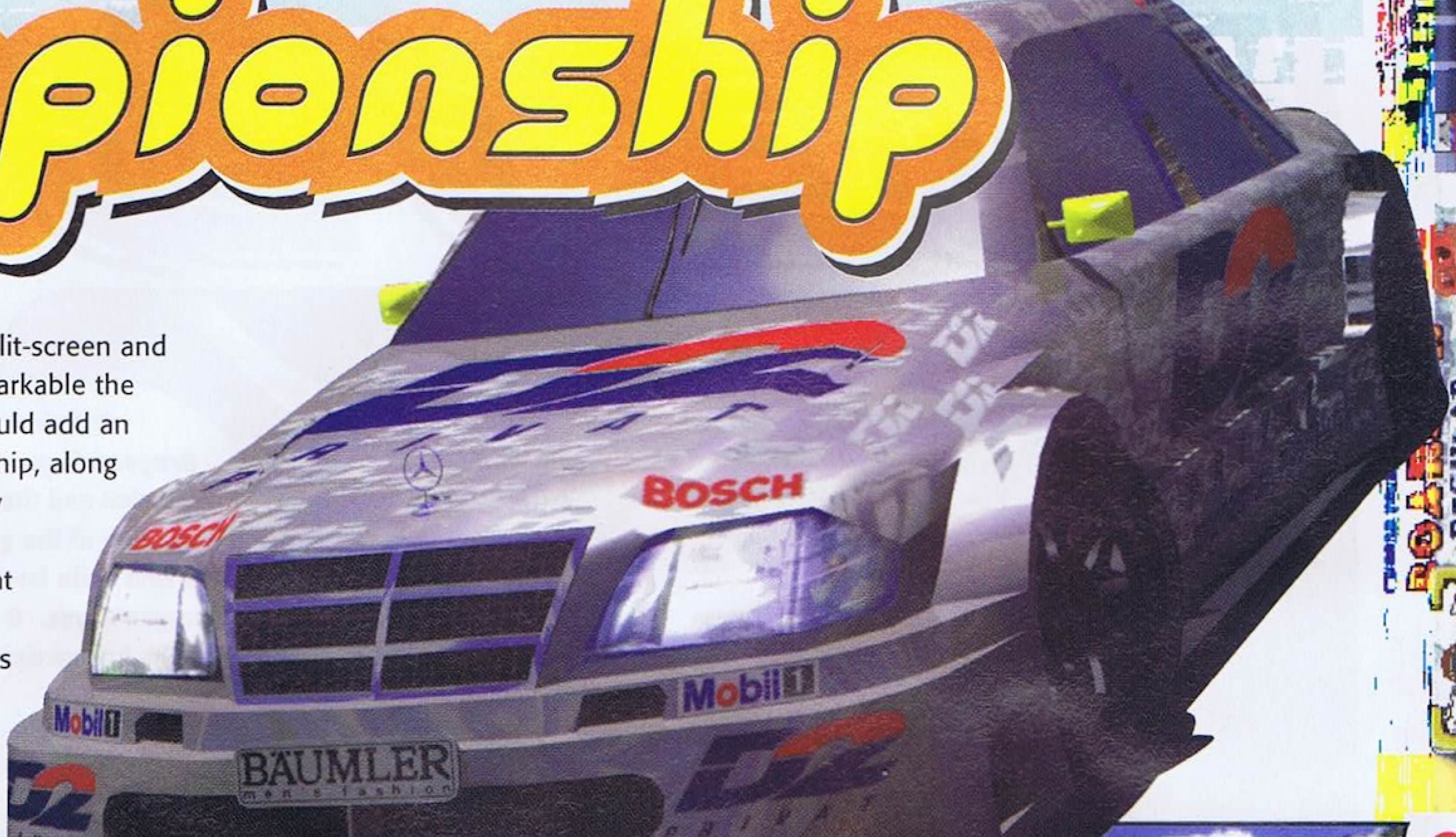

1
LAP TIME
00'20"274
LAPS
1/3
SPEED
BEST LAP


2
LAP TIME
00'02"640
LAPS
1/3
SPEED
BEST LAP


3
VS RACE
1P TOYOTA
2P OPEL
COURSE COUNTRY CIRCUIT
LAPS 3LAPS 5LAPS
BOOST ON OFF
HANDICAPS 1P +00sec. 2P
TouringCar


4
Round 2
LAP TIME
1 00'09"631
TIME LEFT
25
COURSE RECORD
SPEED

Championship

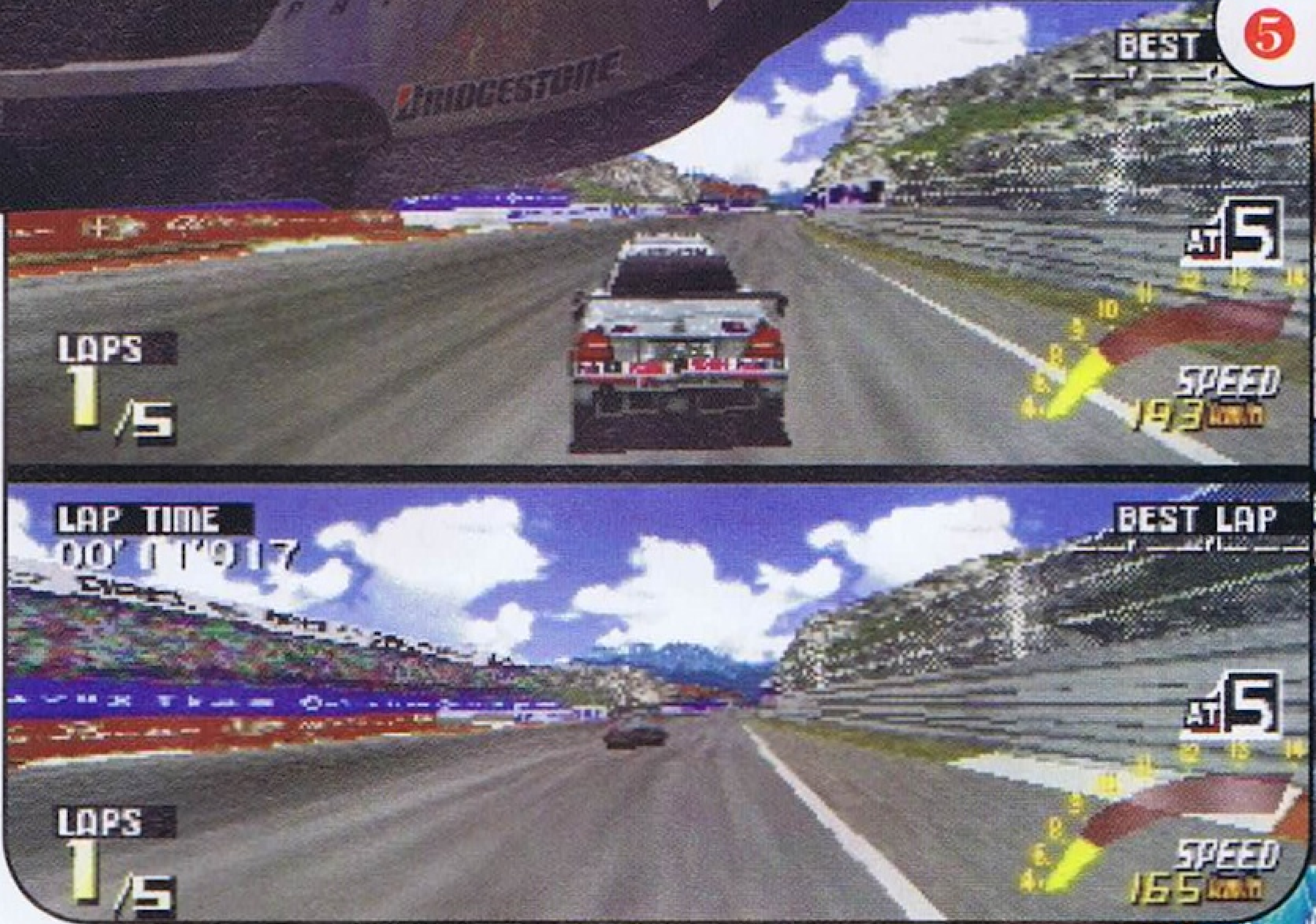


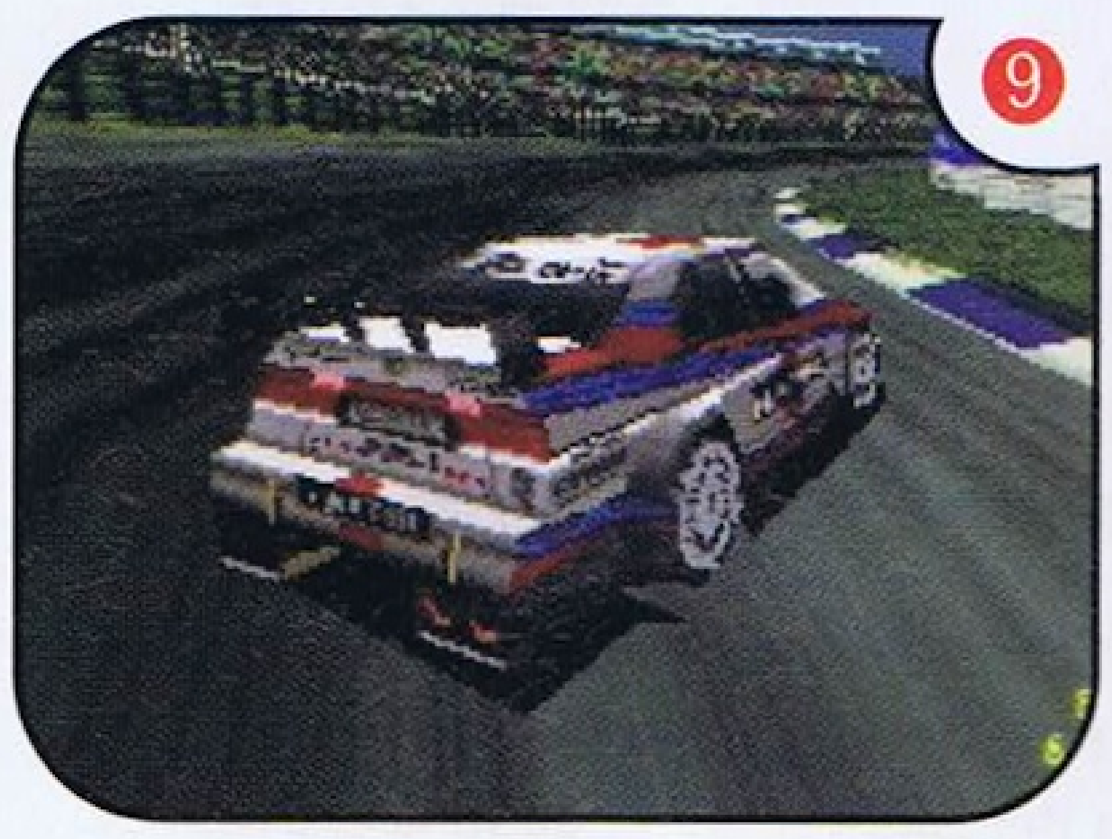
since **Saturn Power**'s last look at *Touring Car*. It's split-screen and retains the speed of the one-player mode — it's remarkable the amount scenic detail that remains. If the CS folks could add an option for two players to participate in a championship, along with the standard one-on-one race, we'd be mightily impressed indeed.

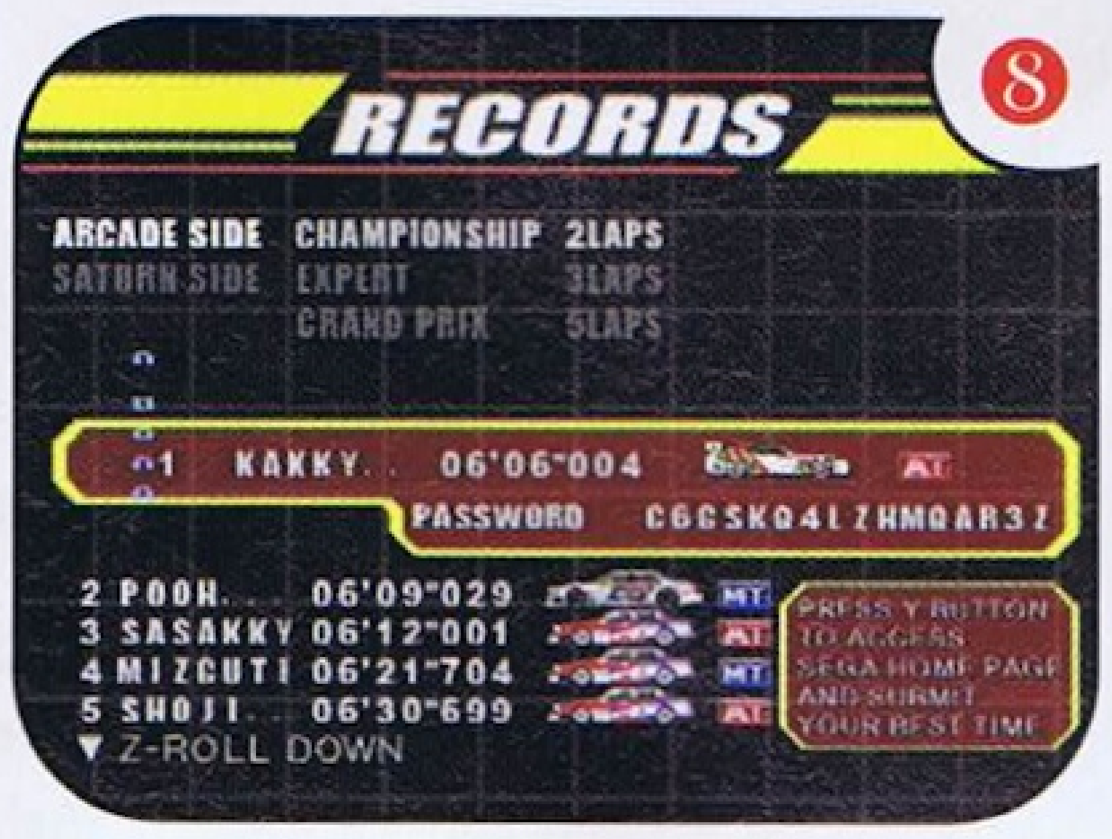
Touring Car has reached a point of development where, despite enormous potential, it's hard to quite foresee how it will take shape. Will it be as smooth as *Sega Rally*? Will the powerslides be sufficiently well judged? Currently going through an intense period of tweaking, we're hoping to see a finished version for review next month.

James Price

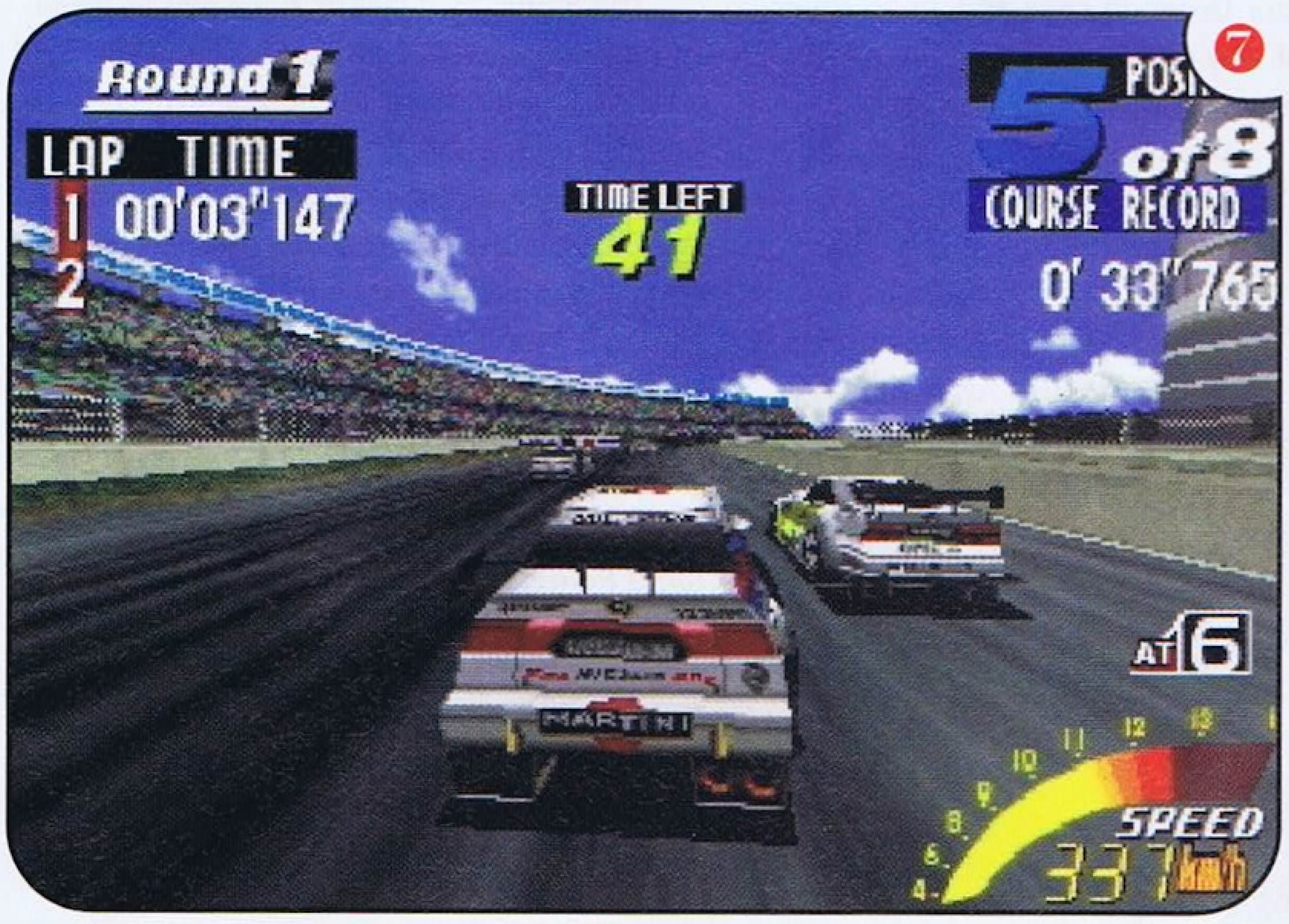
❶ The graphic quality looks spot-on. ❷ Now you're being silly. ❸ There's little change to the 'verses' player screen. ❹ Different views, obviously. ❺ Over to *Going For Gold* bloke, 'James, yer playin' catch-up'. ❻ "I'm sorry Mr Price but you've failed your driving test." ❼ I'd watch your wing mirror if I were you. ❽ I've got lots of records, you must pop over and see them sometime. ❾ Haven't I seen this one before?

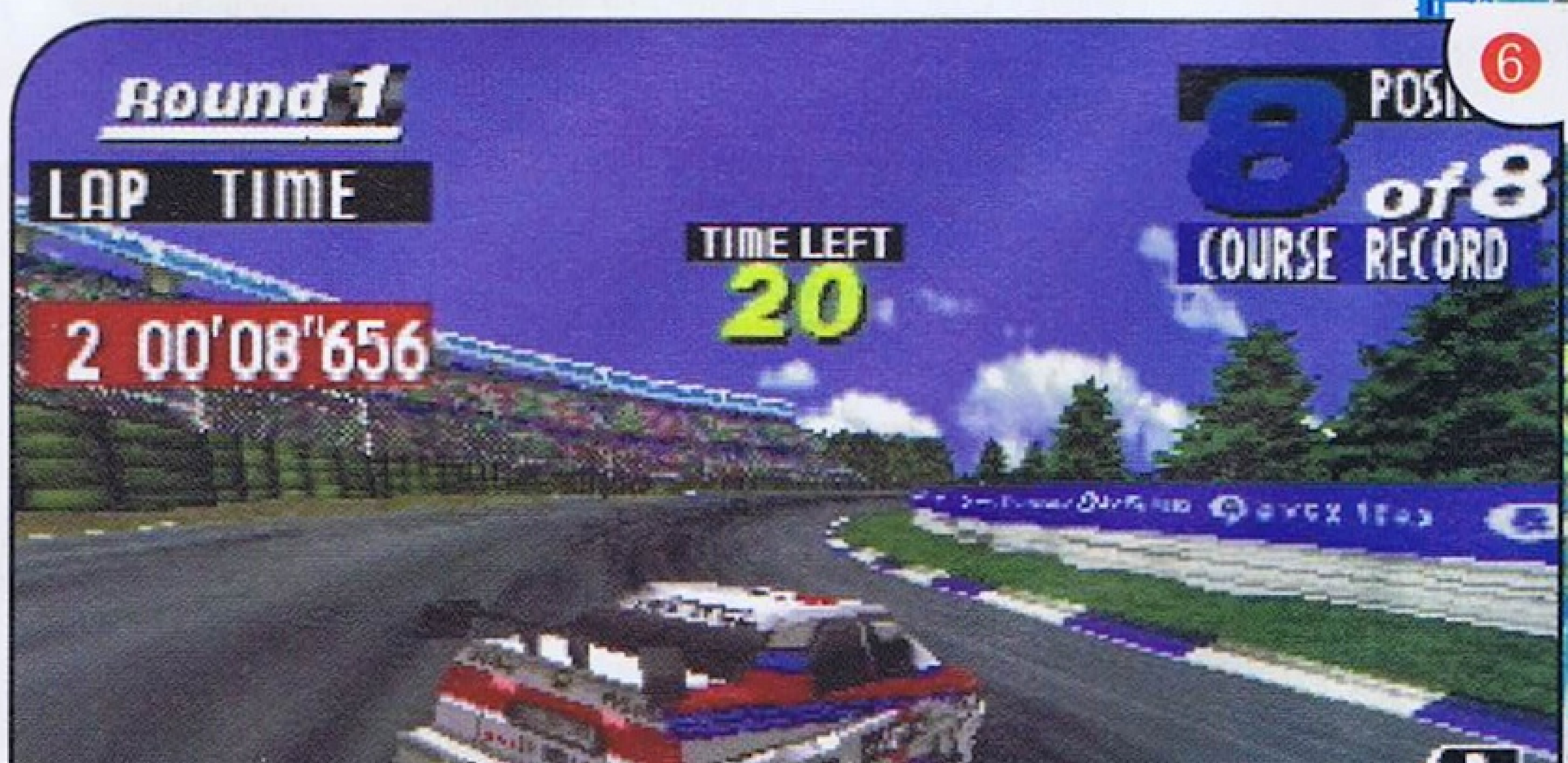

5
BEST
LAPS
1/5
SPEED
193 km/h
LAP TIME
00'01"917
BEST LAP
LAPS
1/5
SPEED
165 km/h

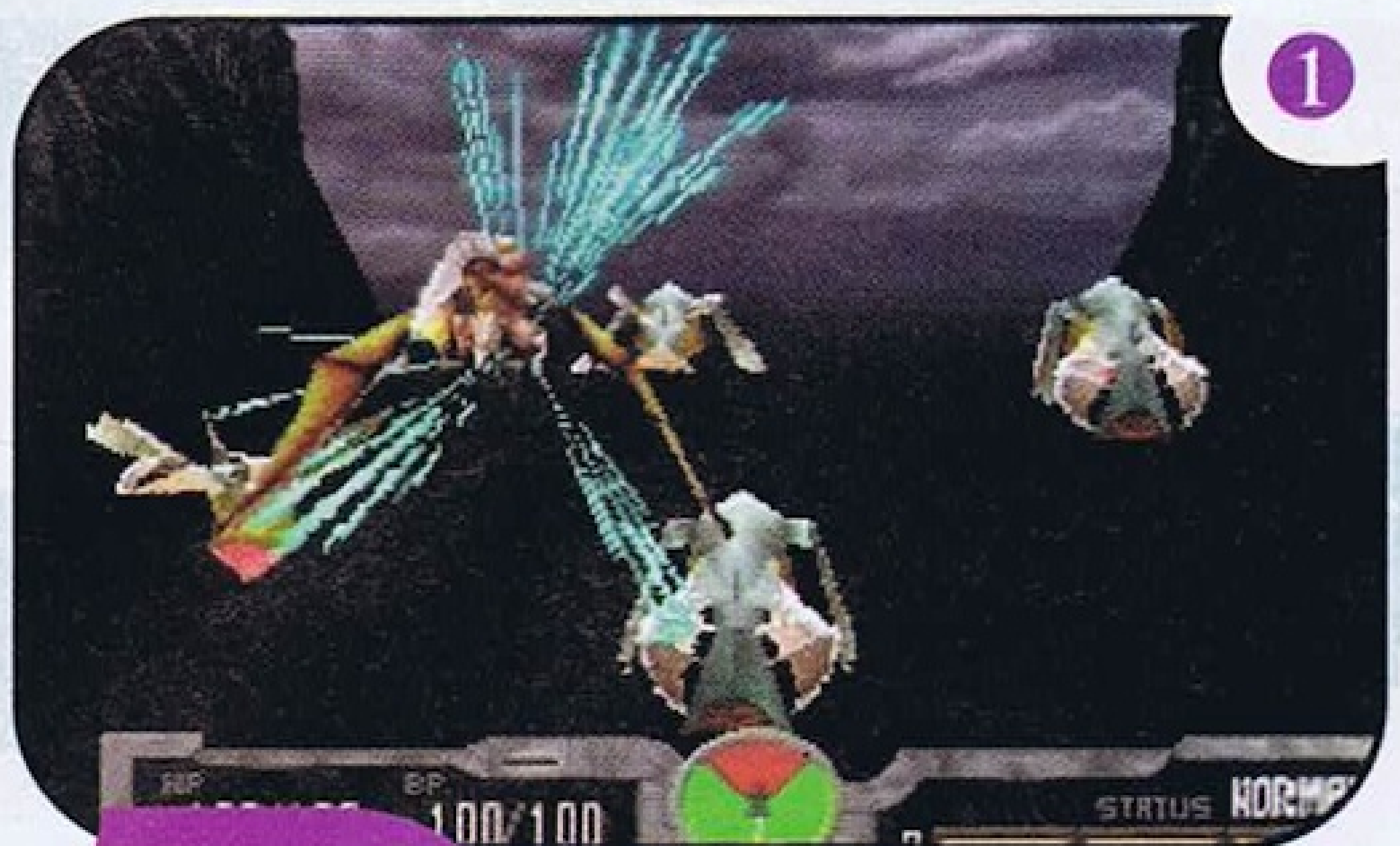


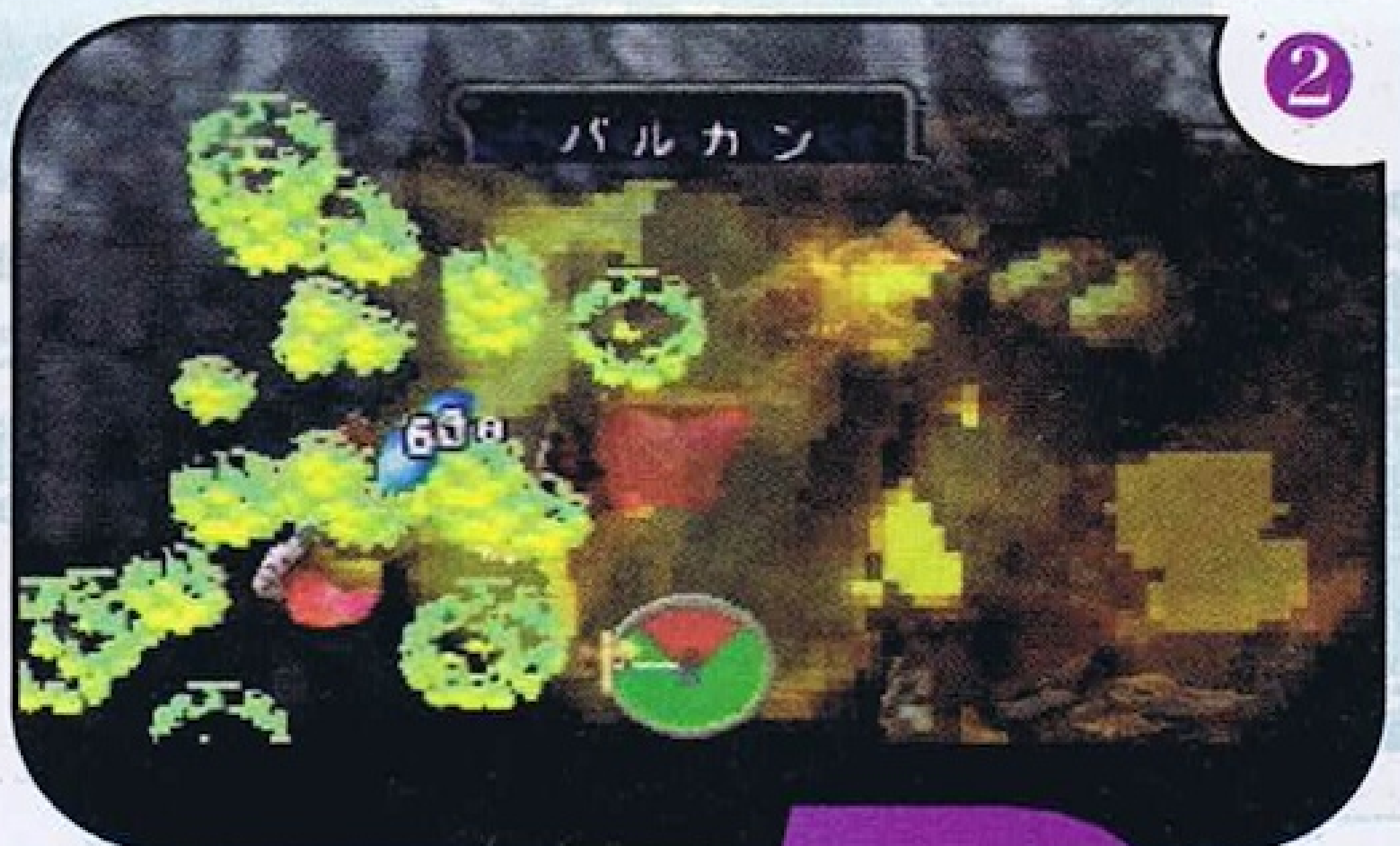

8
RECORDS
ARCADE SIDE
SATURN SIDE
CHAMPIONSHIP 2LAPS
EXPERT 3LAPS
GRAND PRIX 5LAPS
PRESS Y BUTTON TO ACCESS SEGA HOME PAGE AND SUBMIT YOUR BEST TIME
▼ Z-ROLL DOWN

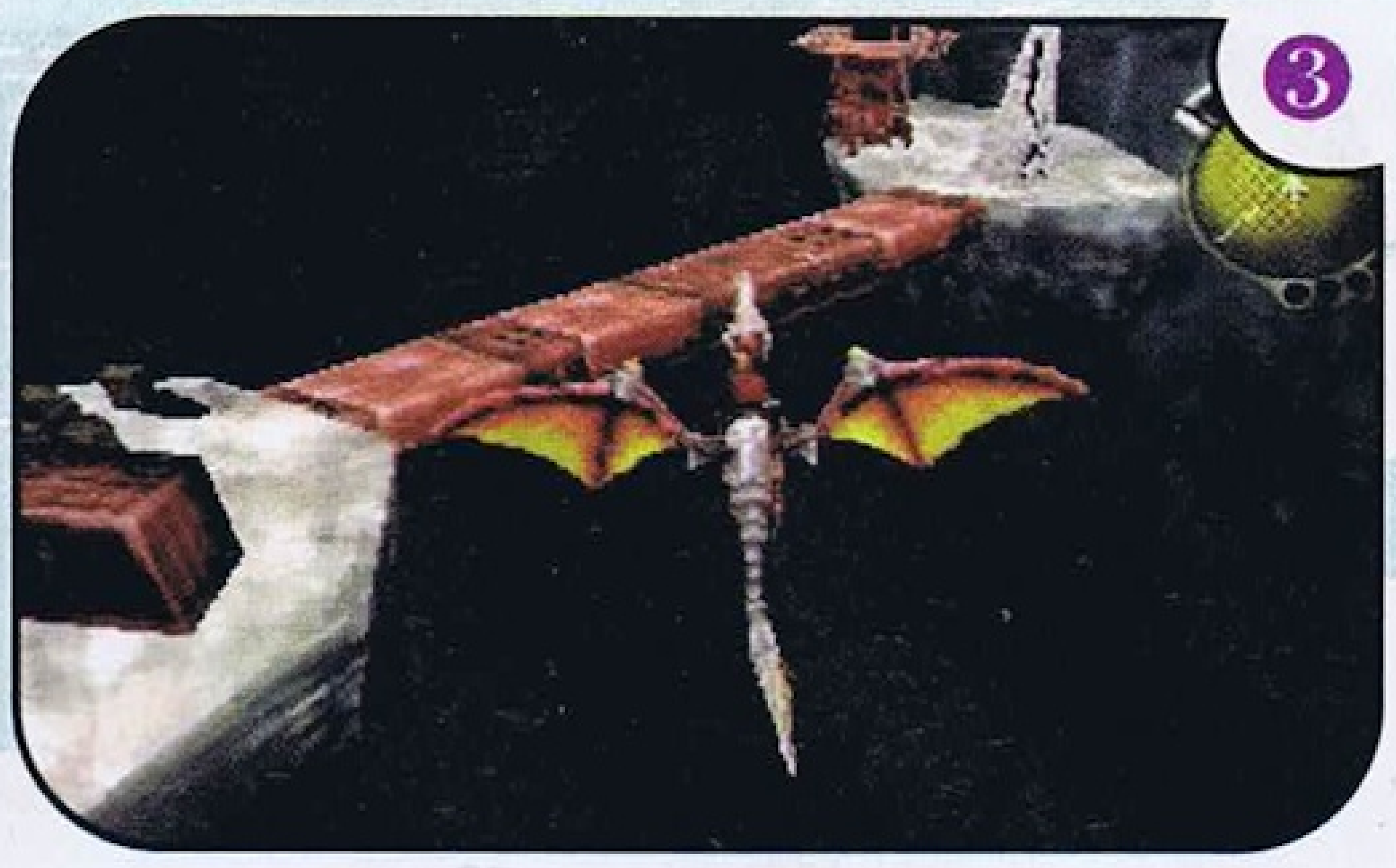
1 KAKKY. 06'06"004 AT
PASSWORD C6GSK04LZHMQAR3Z
2 POOH. 06'09"029 MT
3 SASAKKY 06'12"001 MT
4 MIZGUTI 06'21"704 MT
5 SHOJI 06'30"699 MT


7
Round 1
LAP TIME
1 00'03"147
2
TIME LEFT
41
POSI
5 of 8
COURSE RECORD
0' 33"765
AT 6
SPEED
337 km/h

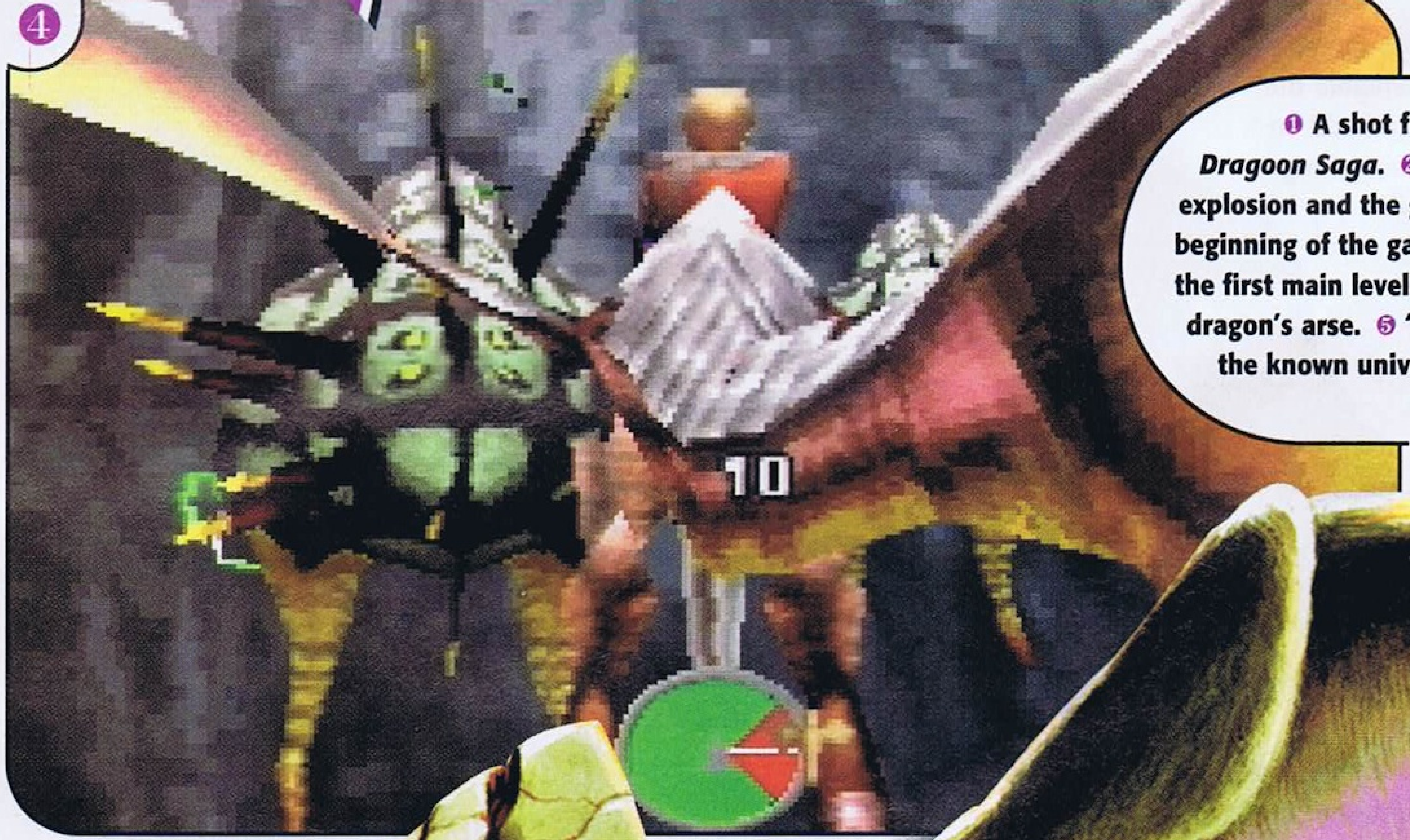

6
Round 1
LAP TIME
2 00'08"656
TIME LEFT
20
POSI
8 of 8
COURSE RECORD
AT 1
SPEED
092 km/h







Panzer Dragoon



① A shot from one of the frequent combat sections of *Panzer Dragoon Saga*. ② Each victory ends with the usual large and unholy explosion and the gathering of many experience points. ③ Near the beginning of the game and at the moment we're struggling to get out of the first main level. ④ Trust me, it's rare to get such a good pic of a dragon's arse. ⑤ "...and so I says to 'im, you might well be the ruler of the known universe but you're still not getting in without a tie."

Mentioned briefly in issue one, we now have a far greater look at one of Sega's big titles for early 1998, *Panzer Dragoon Saga*.

Team Andromeda are now synonymous with their tarted up dragon games, the *Panzer Dragoon* saga and, in an ironic sort of way (although not in the same way that the confusing Alanis Morisette song was), that also happens to be the title to their third (and probably last in the series) game.

Many of the elements of the previous games have been included – you control a dragon and the graphical style is almost identical – but this time they have, quite originally, plumped to make the game more of an RPG experience.

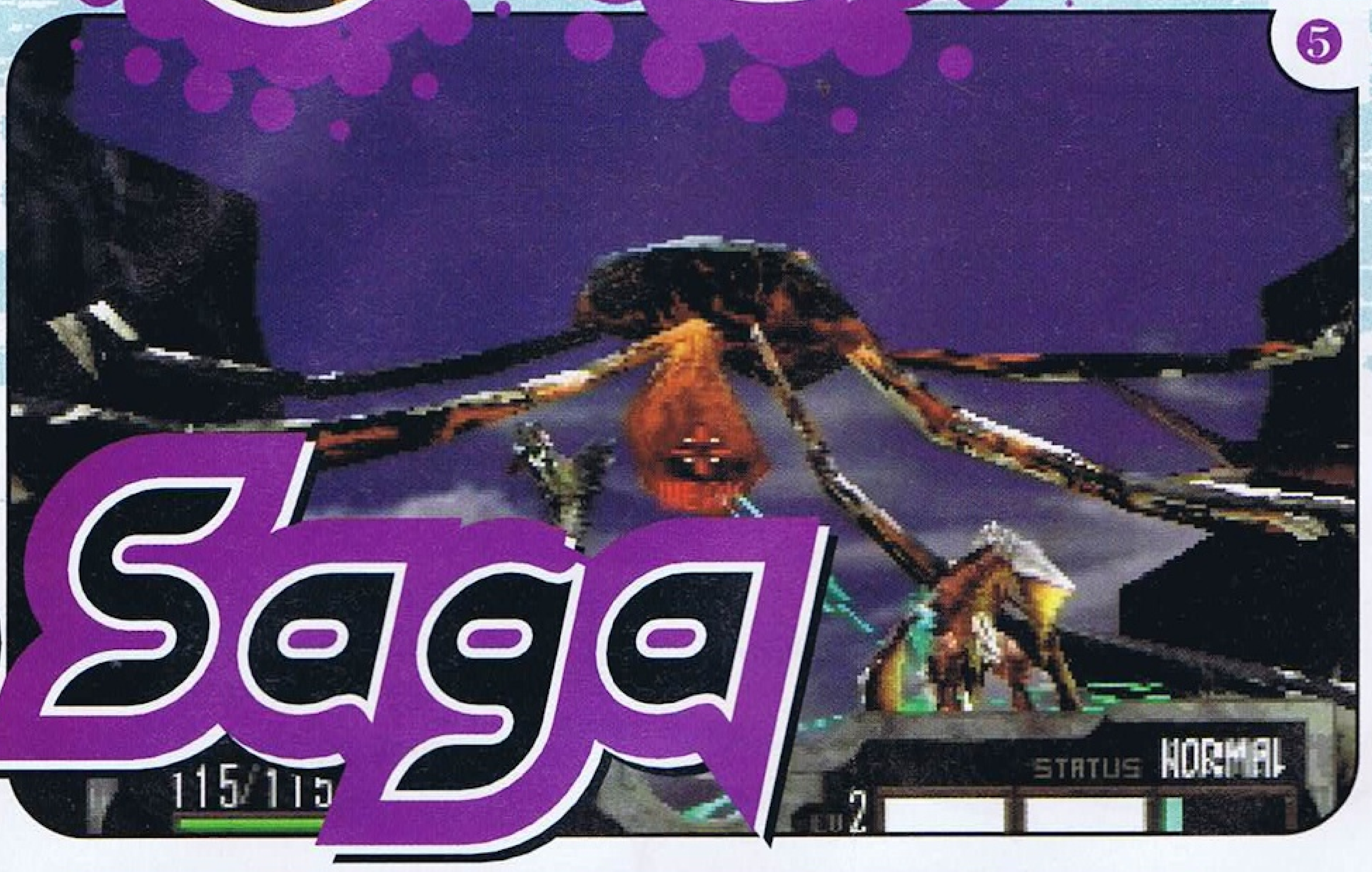
The game, as it stands has been in development for a total of one and-a-half years and is certainly a far more ambitious project than anything else we've previously seen from the team. *Panzer Dragoon Saga* is split into two sections; the main part of the game is still the flying sections but there's a new twist to the scaly tail, in the form of 3D ground-based levels. Here you control the boy and search through various towns in search of clues and information to help you complete the game.

The town sections play very much like *Tomb Raider*. You have complete control over your environment and can run, walk, talk and examine anything or anywhere that you can find. From the early version of the game we've played, we can honestly say that these sections look remarkably impressive and atmospheric – although, like we said, Team

Developer .....Team Andromeda **Release Date** February '98 (UK)

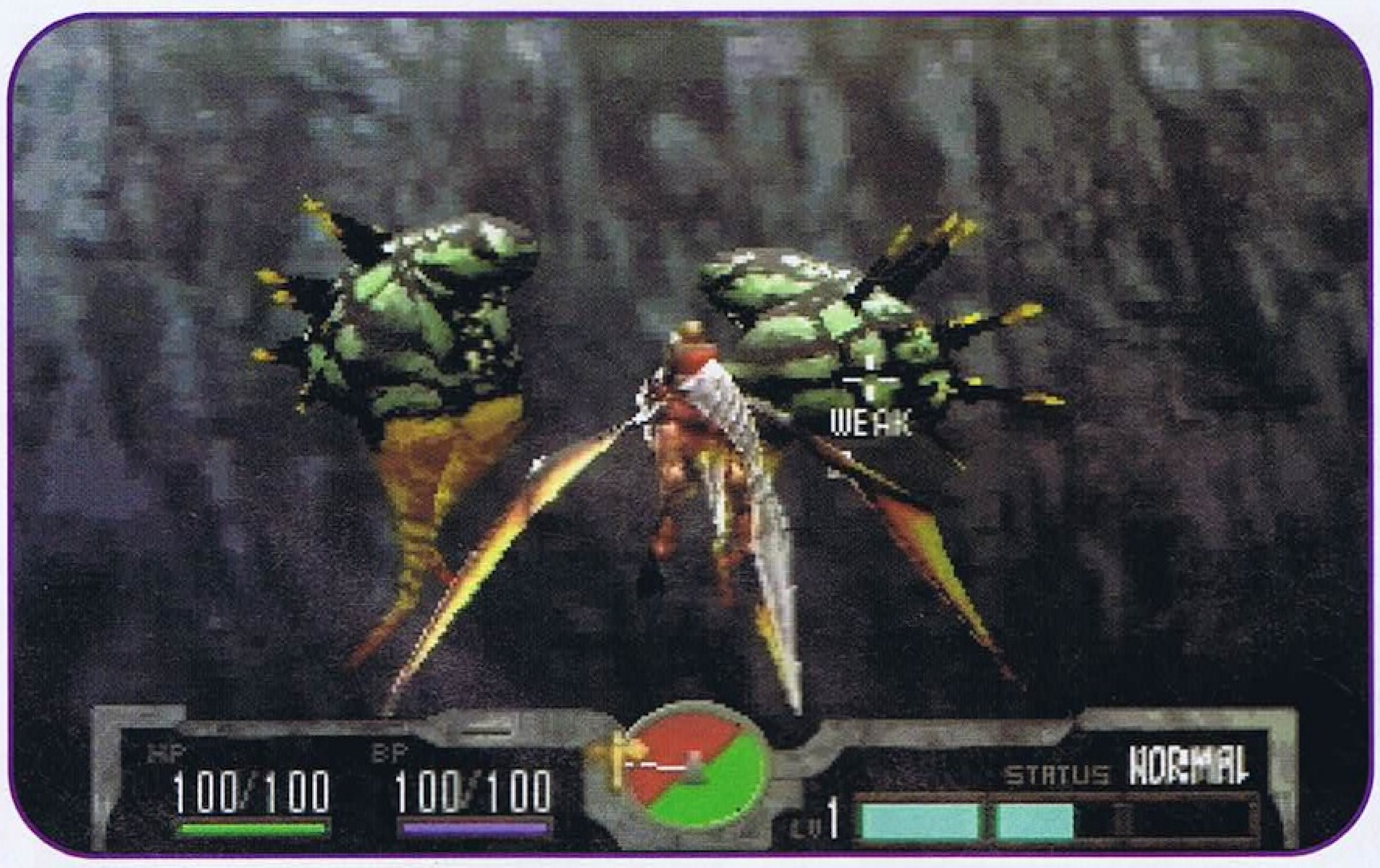
Players ....One **Sega** .....☎ (0181) 995 3399

Saga



Those magnificent men in their flying machines

The flying combat sequences may look like one you'd find in a normal role-playing game (and, to some extent, they are) with all those numbers and hit points flying around all over the place but *Panzer Dragoon Saga* offers you far more in the way of freedom of movement. Here's a shot to show you roughly what we mean.



Andromeda seem to have concentrated more on the flying aspects of the gameplay.

One of the criticisms of both of the previous *Panzer Dragoon* games was that they were a bit linear and simple to complete. Rather than have a total freedom experience, you followed a set path and (although the sequel, *Panzer Dragoon ZWEI,* gave us a few branches in the levels) you got the feeling that the games were more of a graphical experience than an actual gameplaying one.

> "There's total freedom in the town and flying sections – there's no limit to the direction or locations you can fly in."

One way that Team Andromeda have ensured that the same mistake doesn't happen a third time is to give both the town and flying sections total freedom. Therefore there's no limit to the direction or locations you can fly in. Objects have to be destroyed in a certain order and puzzles have to be solved to allow access to further, more challenging levels.

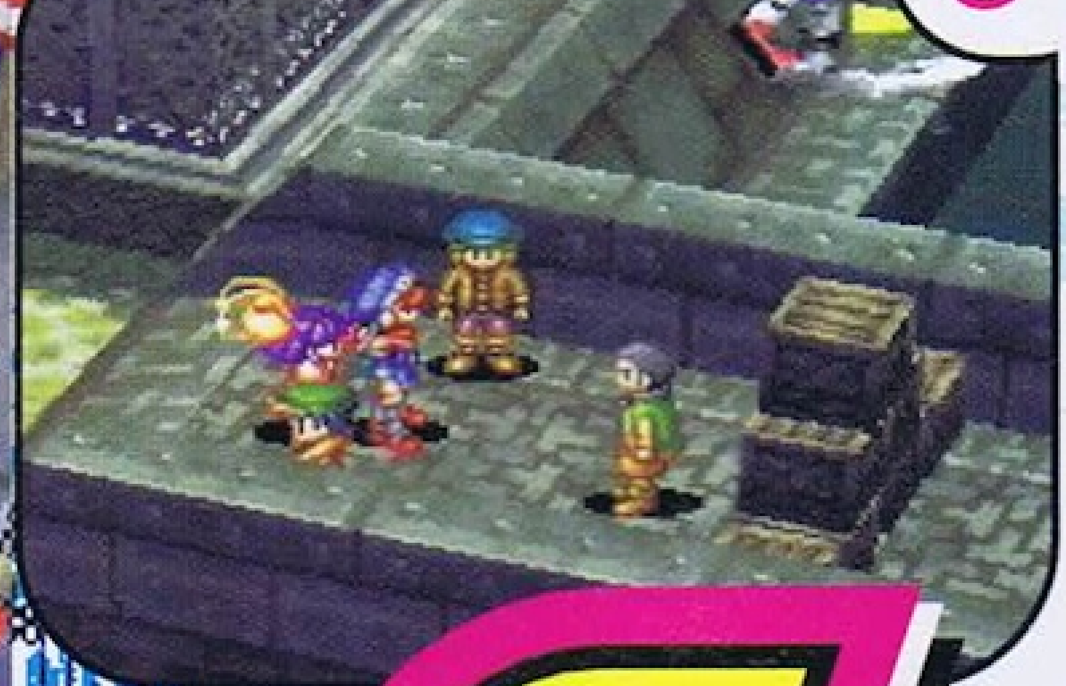
Sega are hoping to have the game out in Japan sometime around the beginning of December, with a European release pencilled in for February. One of the reasons for the three month delay is that Sega have to get the enormous amount of text and speech translated for the American and European markets – there's about 1,500 pages of it in total.

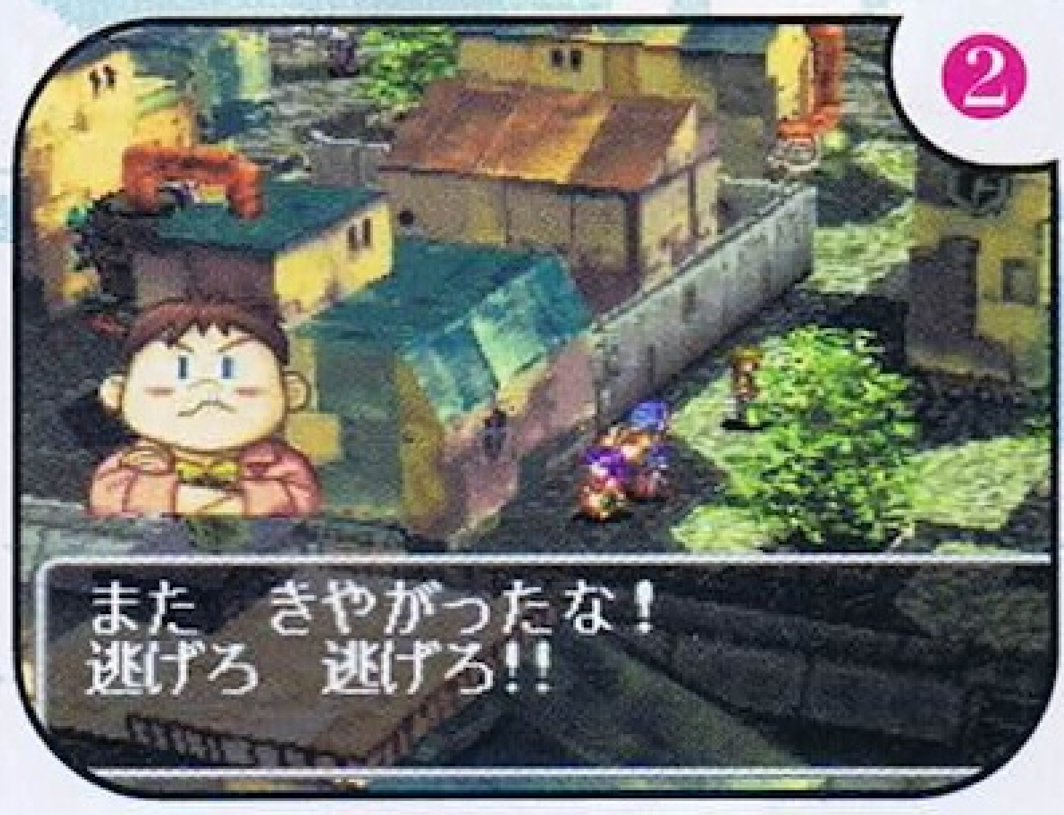
This is certainly one of the most ambitious projects undertaken by Sega, as the complete game will come on four discs (there's no indication of the price point at the moment but it's sure to be a little higher than we're used to) and, with the pedigree of Team Andromeda's previous efforts behind them, this should be an exceedingly impressive title and, with *Grandia* and *Shining Force 3* around the corner, this should once again put the Saturn at the forefront of the RPG-ing world.

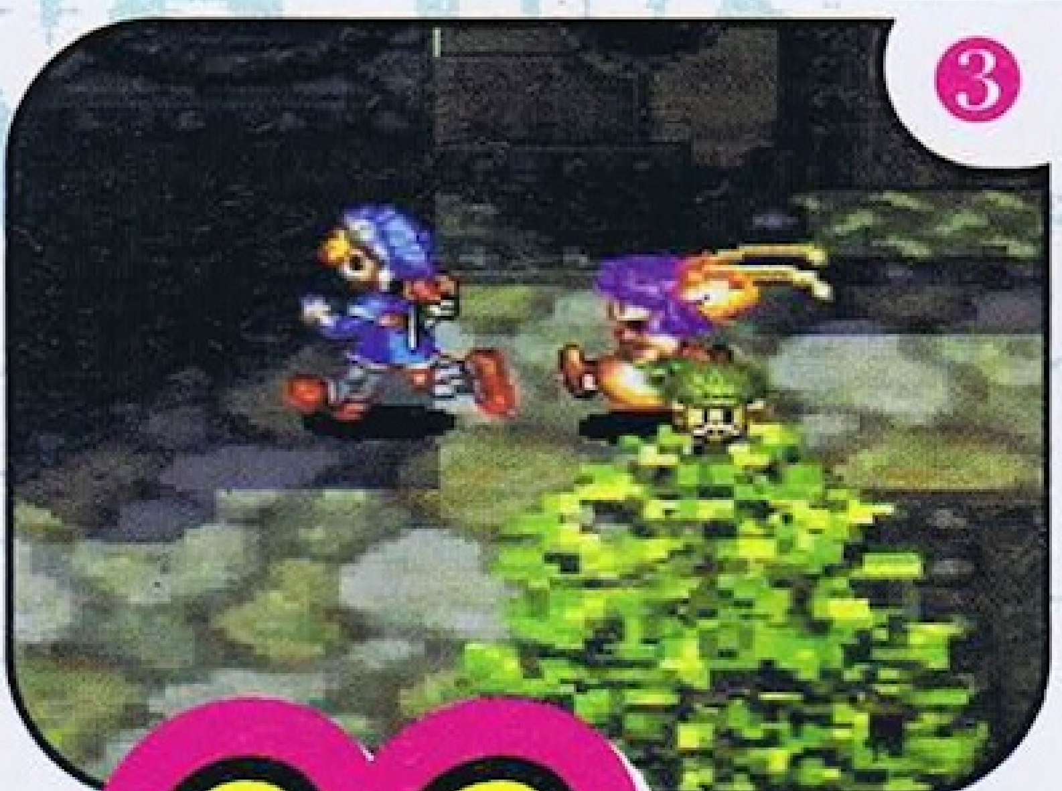
Dean Mortlock

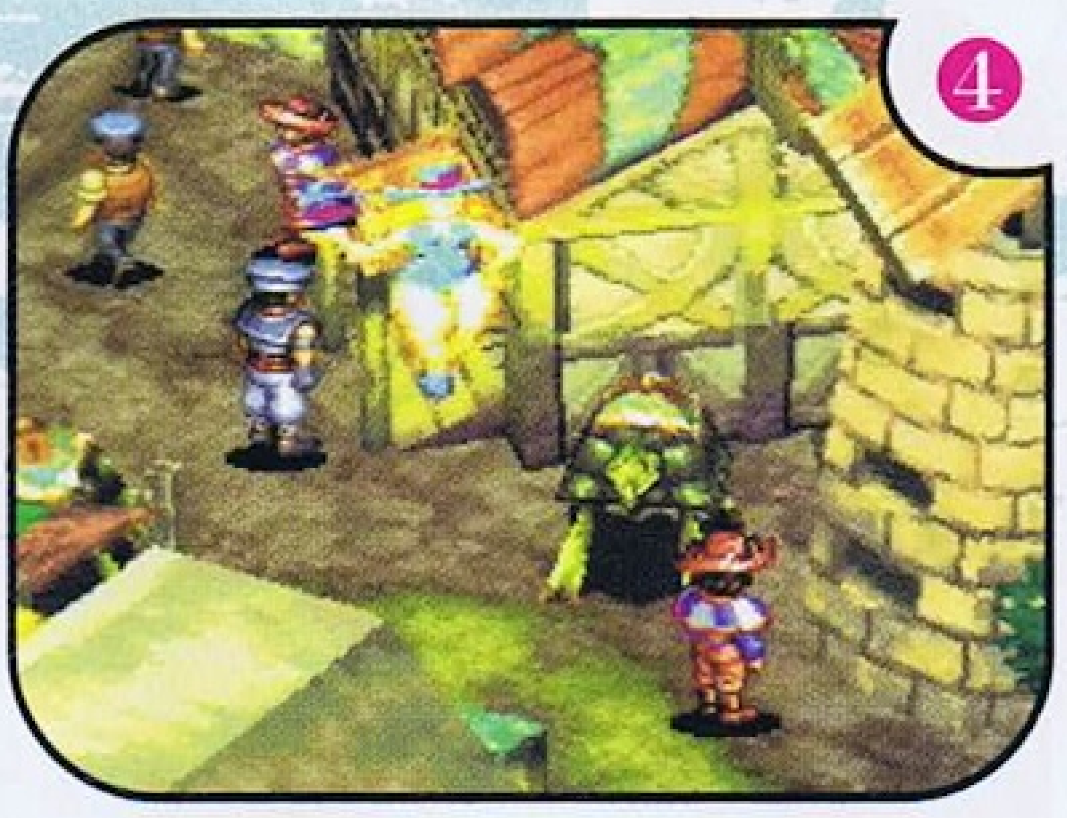
In glorious Introvision™

As you'd expect from a game that comes on four CDs, is from Team Andromeda and smells like a role-playing game, there's a pretty hefty intro to wade through at the start of the game. Unusually, this one's not too bad at all. It's all in Japanese (naturally) and tells the story of a boy and his adventures on the way to joining forces with the dragon that saves his life. You might be able to pick up this fact from the shots shown here but, either way, be prepared to put aside at least 10 minutes of your life if you buy this game.



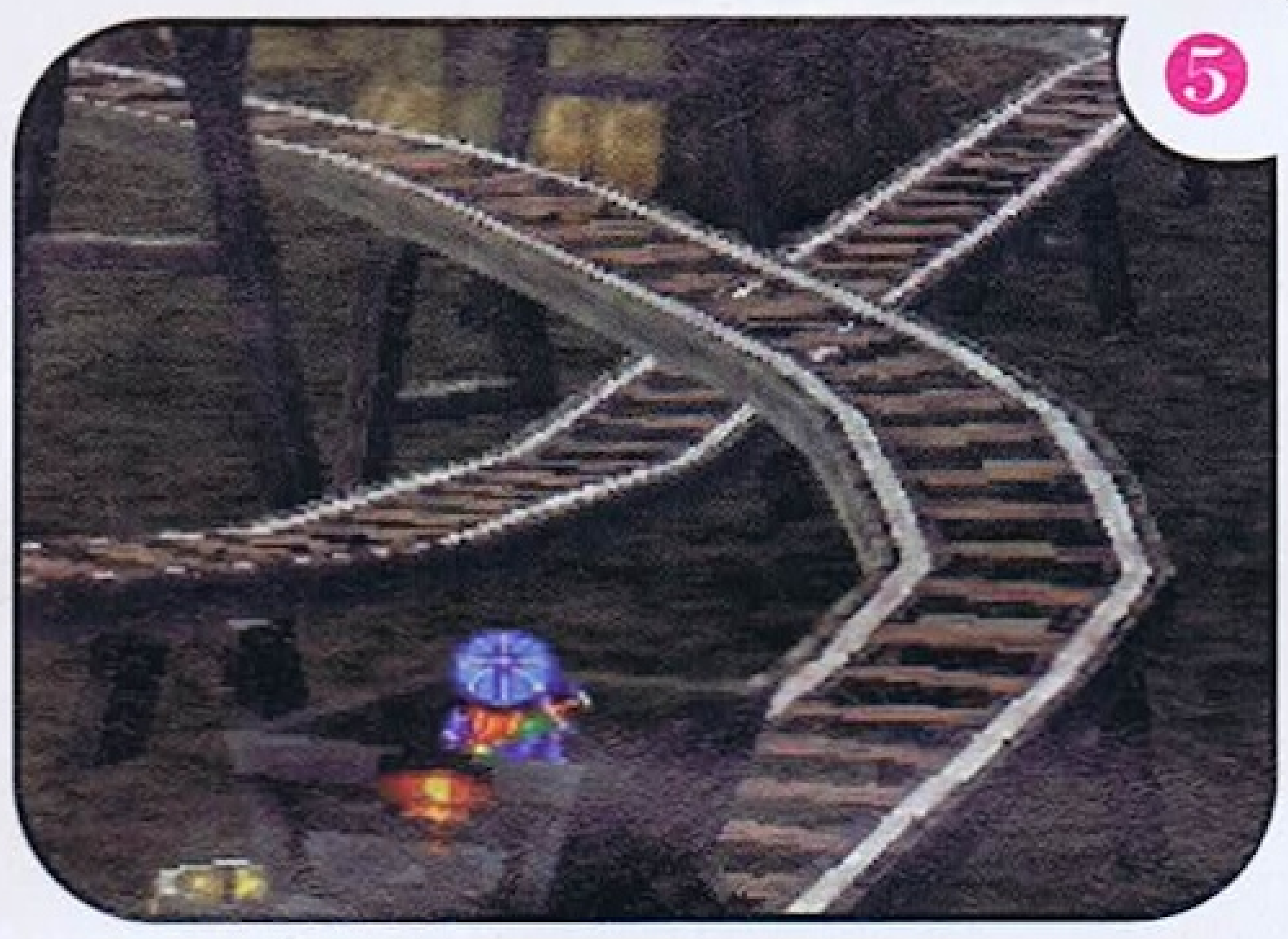


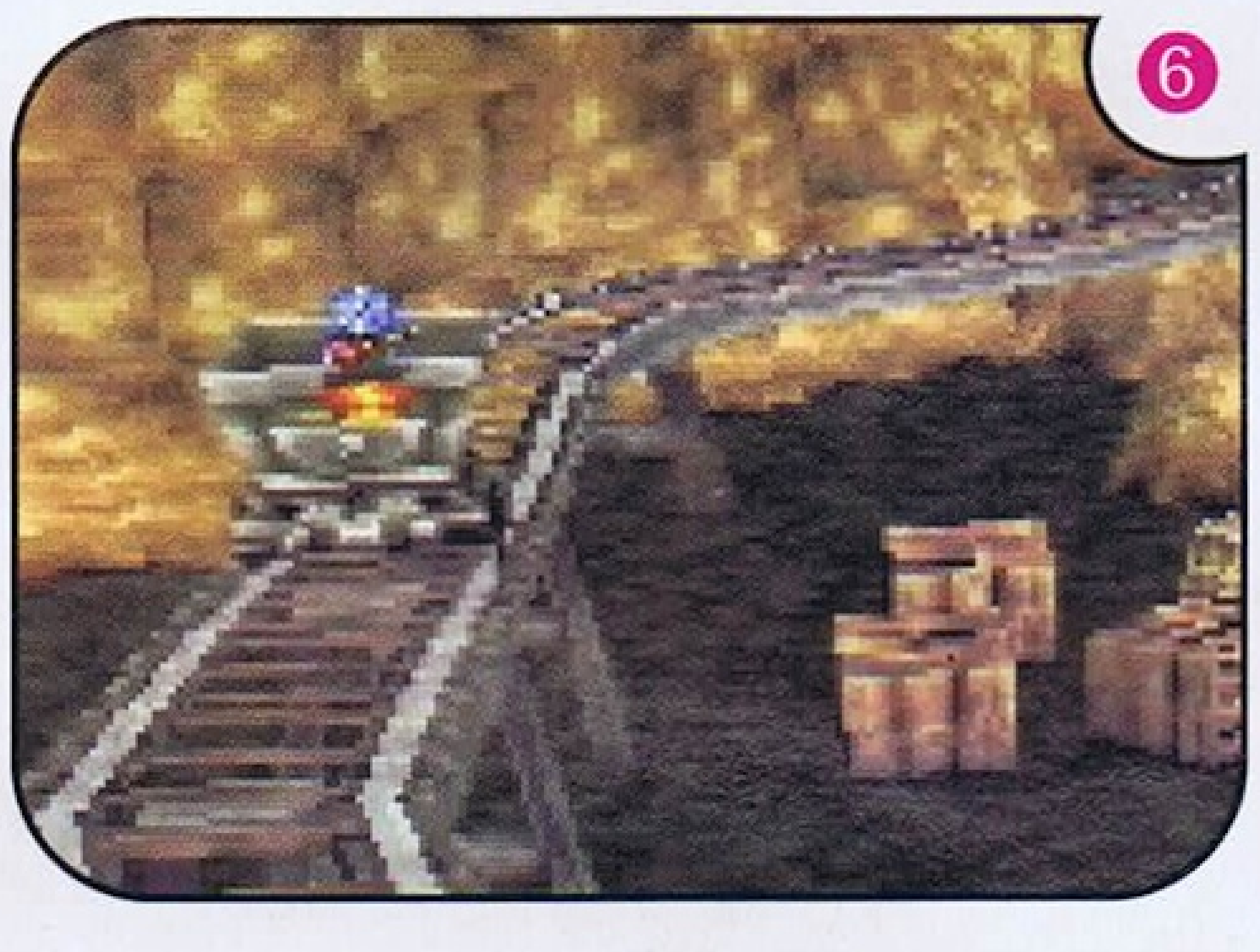




Grandia

With *Final Fantasy VII* as its only *real* 32-bit rival, *Grandia* is fast becoming one of the most epic RPGs ever created…





The Saturn is tipped to enjoy increased sales in Japan this Christmas. In a territory where it continues to eclipse Nintendo's N64 while, in turn, is overshadowed by the dominance of the PlayStation, two software releases are set to make a huge difference. For the **Saturn Power** reader not versed in Eastern gaming habits, a surprise: both are RPGs. One goes by the name of *Panzer Dragoon Saga*; the other, rumoured to be the most expensive Saturn game ever developed, is *Grandia*.

> **"*Grandia* has been in development for over a year. It's as eagerly-awaited as a water balloon fight with a supermodel."**

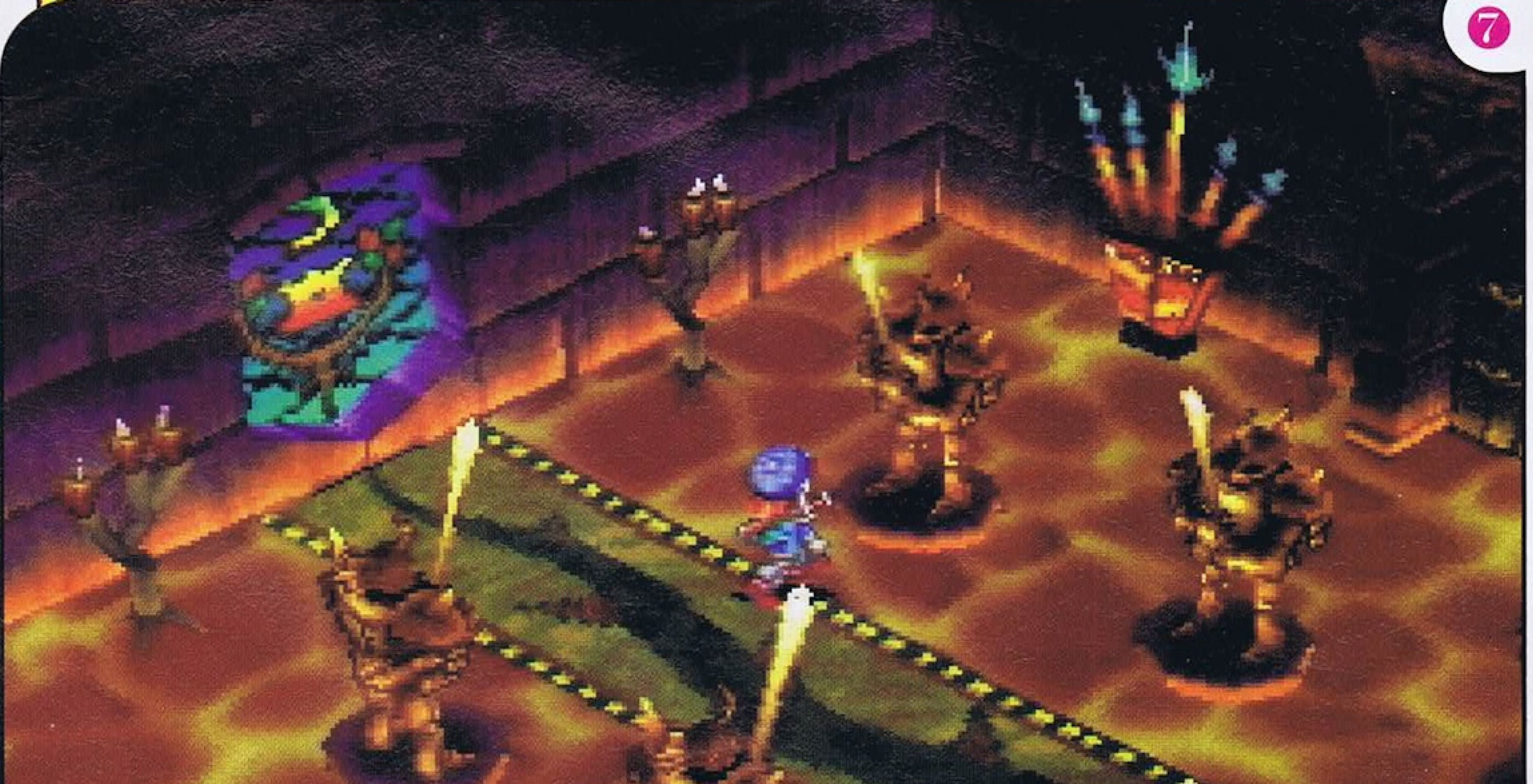
In development for two and a half years and as eagerly-awaited as a water balloon fight with a supermodel, *Grandia* is a project of a scale that makes almost every other videogame look slapdash and ill-considered. Coders GameArts are hardly a household name in the UK – shallow Mega CD showcase *Slipheed* and the Saturn's *Gun Griffon* being previous titles – but *Grandia* is, quite frankly, stunning.

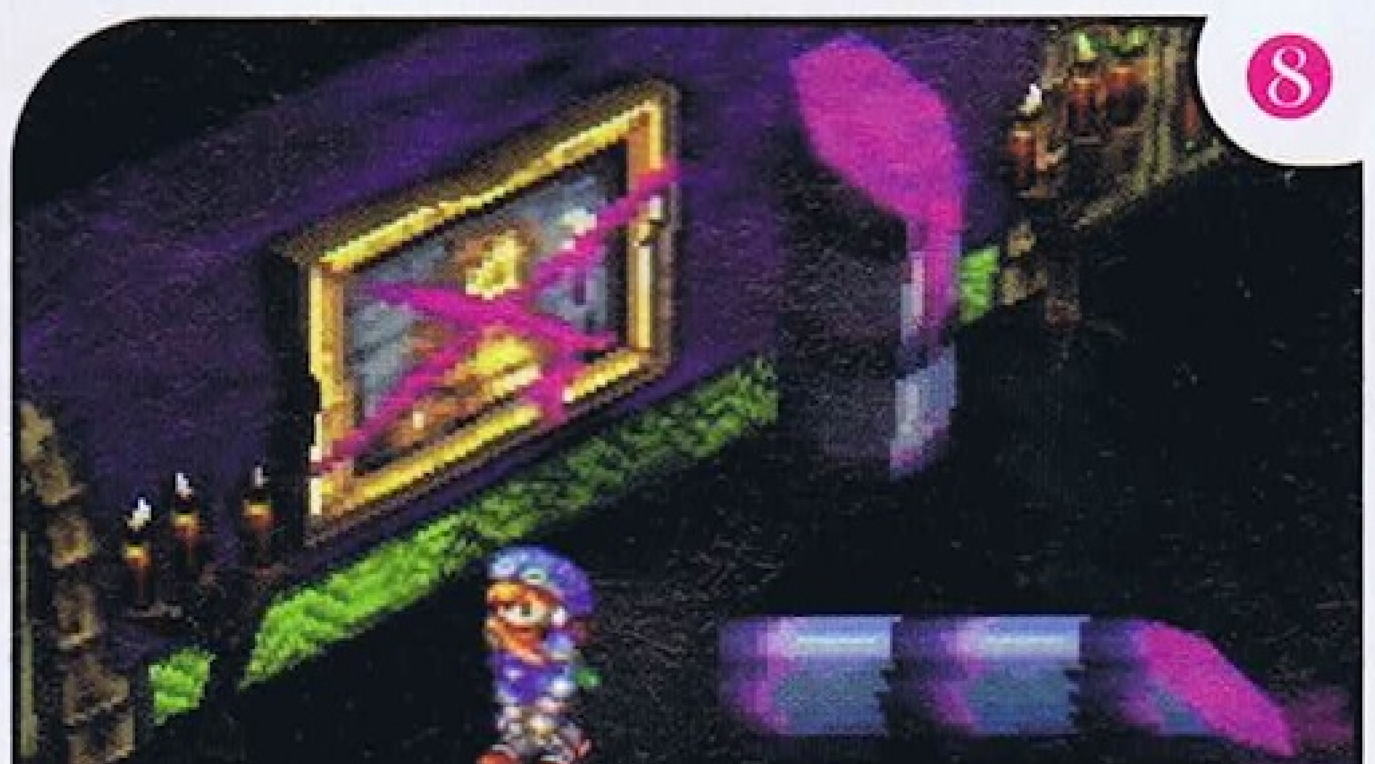
Grandia's environments are almost entirely constructed from immaculate collections of polygons. From towns to dungeons, each location is artfully crafted and considered. Players can rotate the current view smoothly through 360 degrees, manipulating the viewpoint in order to explore each area thoroughly.

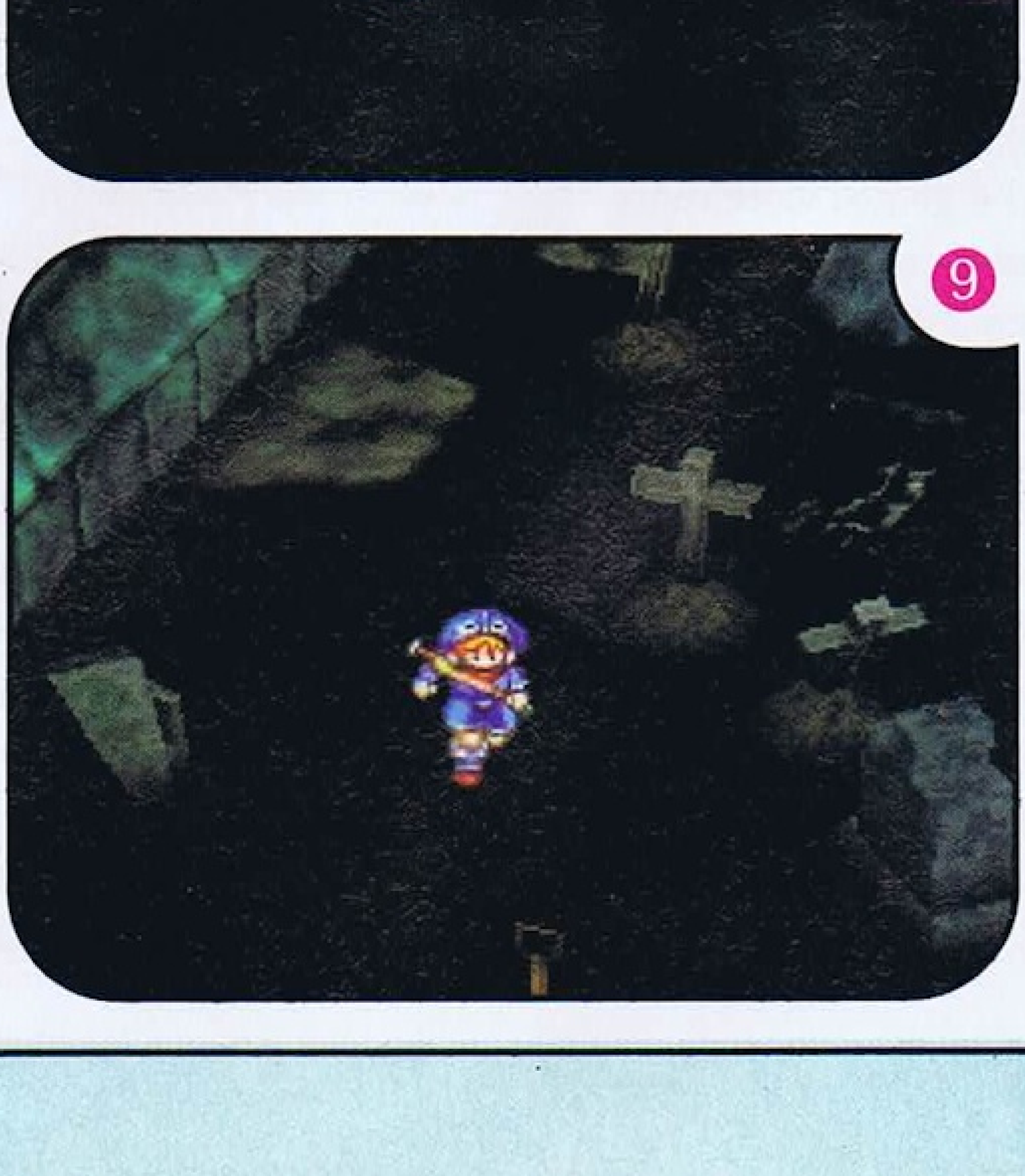
Grandia is genuinely huge… so large, in fact, that GameArts allowed a demo with two playable sections, in-game rolling demos and FMV (not to mention other curios) to be cover-mounted on a Japanese magazine. The issue sold out in no time. And no, **Saturn Power** can't have it on a CD next issue – as much as we'd like to…

Grandia features turn-based combat. Unlike action RPGs (such as Nintendo's *Zelda* or the Saturn's *Story of Thor*) this takes the emphasis away from slick arcade skills. Instead, players are required to carefully consider their attacks, using the abilities of their characters to dispose of numerous assailants.

Like many Japanese RPGs, *Grandia*'s progress-

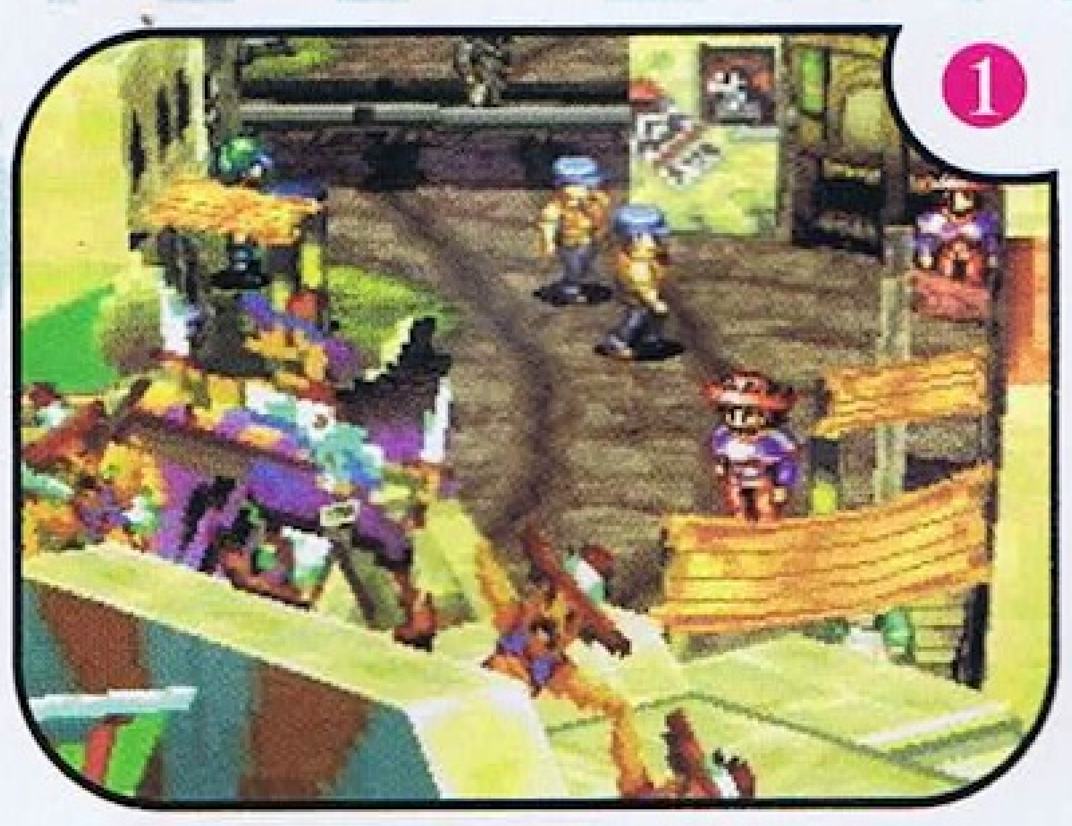


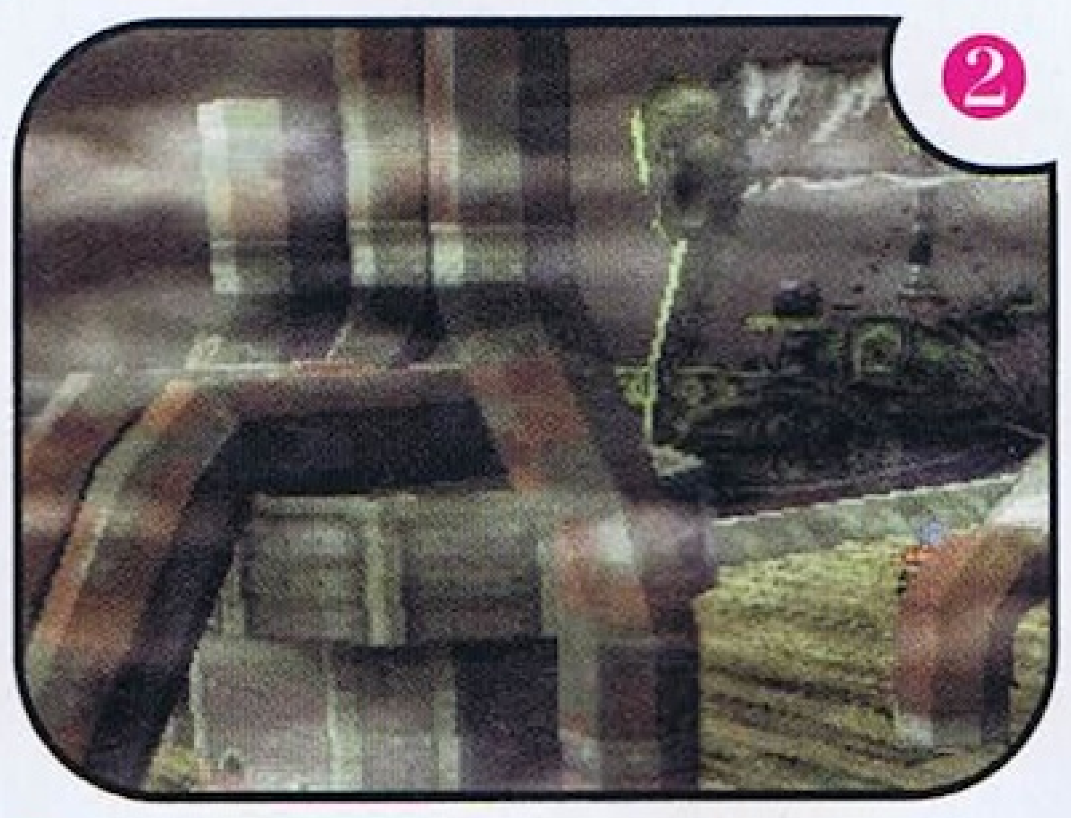


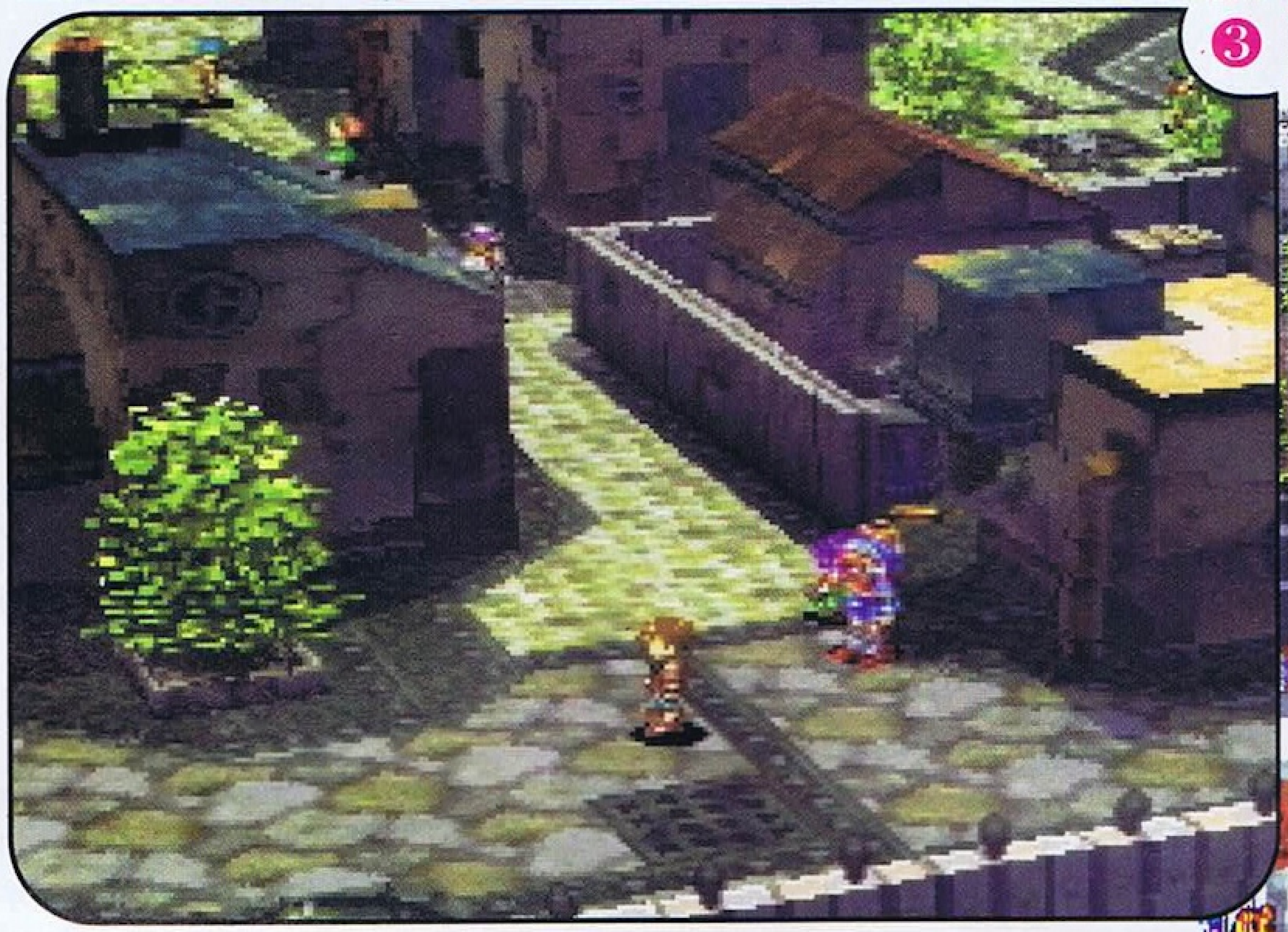


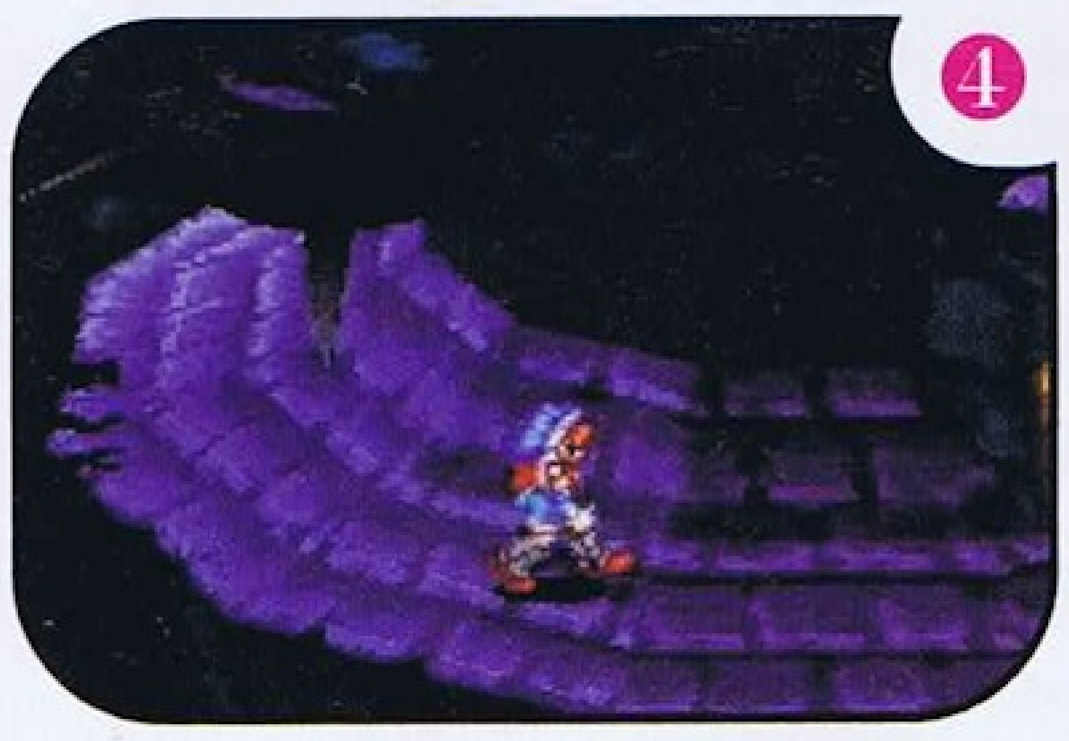
① You've got to get across this bridge to get through to the next section of the game. ② The town-based graphics are superb. ③ Legs are standard issue for most of the characters in this game. ④ Now this bit makes no sense whatsoever. ⑤ Even RPGs can have a mine cart level – as *Dark Savior* proved so well. ⑥ Another pic from the mine cart section of the game. ⑦ Beautiful graphics. ⑧ Here, too. ⑨ Avoid the zombies on this bit.

Developer ....GameArts **Release Date** ....Easter
Players ....One **Sega** .....☎ (0181) 995 3399









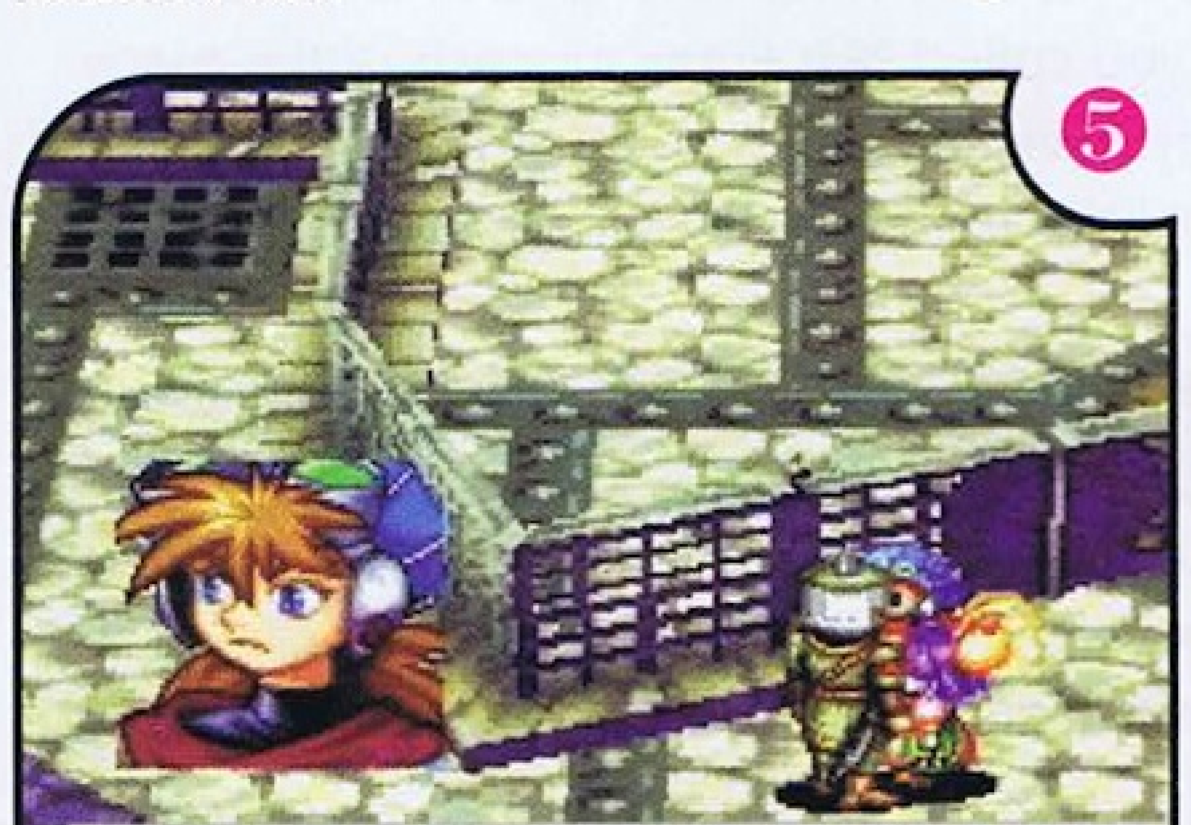
① Another grab from one of the detailed town scenes. ② The animation of the boats and the sea here is amazing. ③ You can altar the camera angle at any point in the game. ④ 'Up on the roooof!.' ⑤ There was loads of speech in the conversations but it was unclear as to whether all the conversations would make it in. ⑥ Never talk to strange men in odd-looking docks.

ing plot sees its player-controlled lead characters progress throughout. Initially weak with limited abilities, these figures grow in stature as the joypad-bearer guides them through twists and turns, in a story with far more man-hours dedicated to it than any cartoon you care to mention.

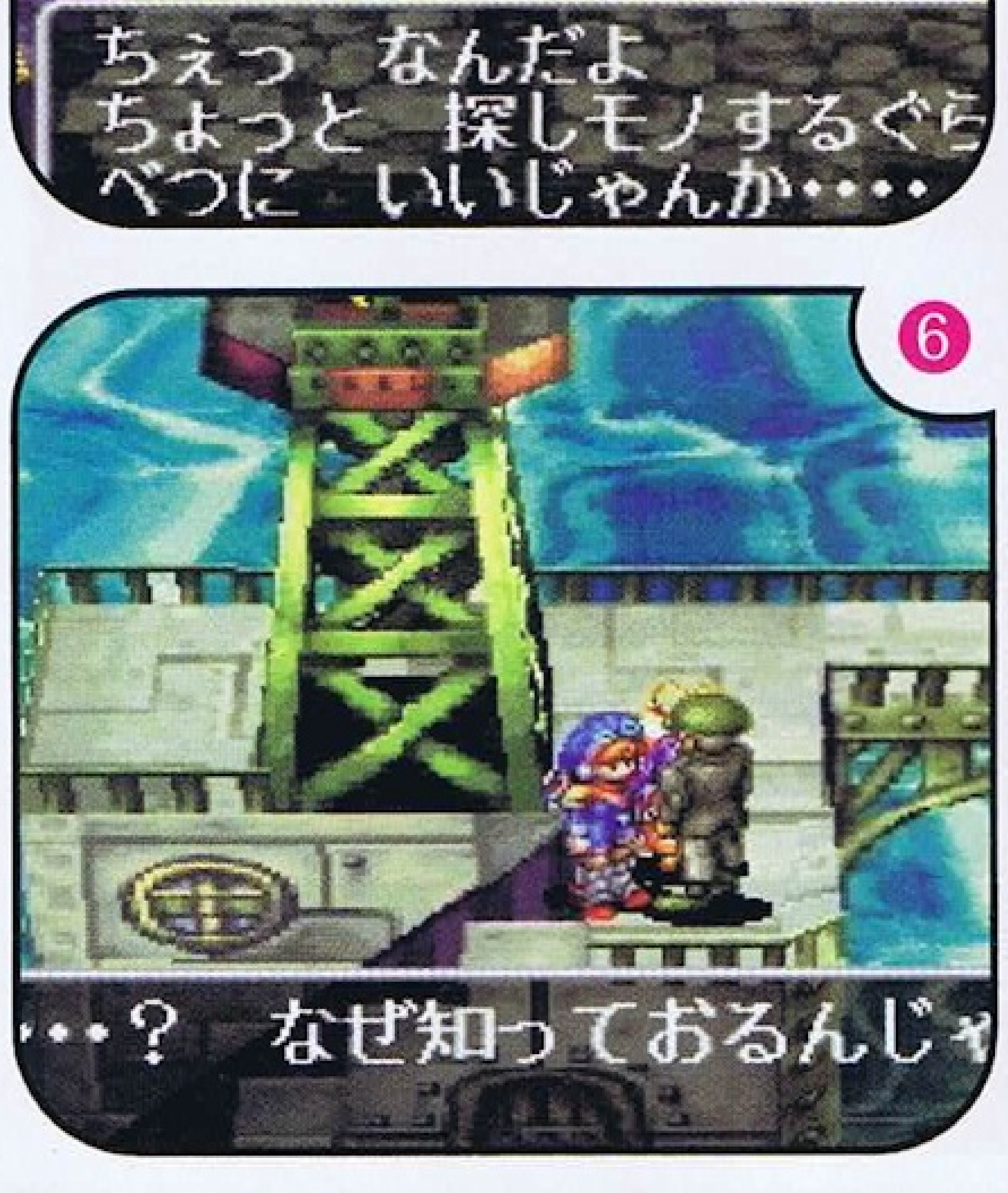
This is perhaps the only stumbling block for Sega Europe. To translate such an adventure is a mammoth task, requiring care and a great deal of creativity. Pidgeon English would be as popular with UK gamers as a bowel movement in a perfume store. Obscure dialogue? Incomprehensible hints and messages? The potential for any RPG to be ruined by poor conversion from language to language is enormous. *Grandia*, after years in development, deserves better.

Sega are currently in the process of signing *Grandia* for European release. Refreshingly, they have no plans to attempt a rush-job. GameArts' epic will reach UK stores for Easter. And, barring a disaster, very fine it will be, too. Right, Sega?

James Price



ちぇっ　なんだよ
ちょっと　探しモノするぐら
べつに　いいじゃんか・・・・

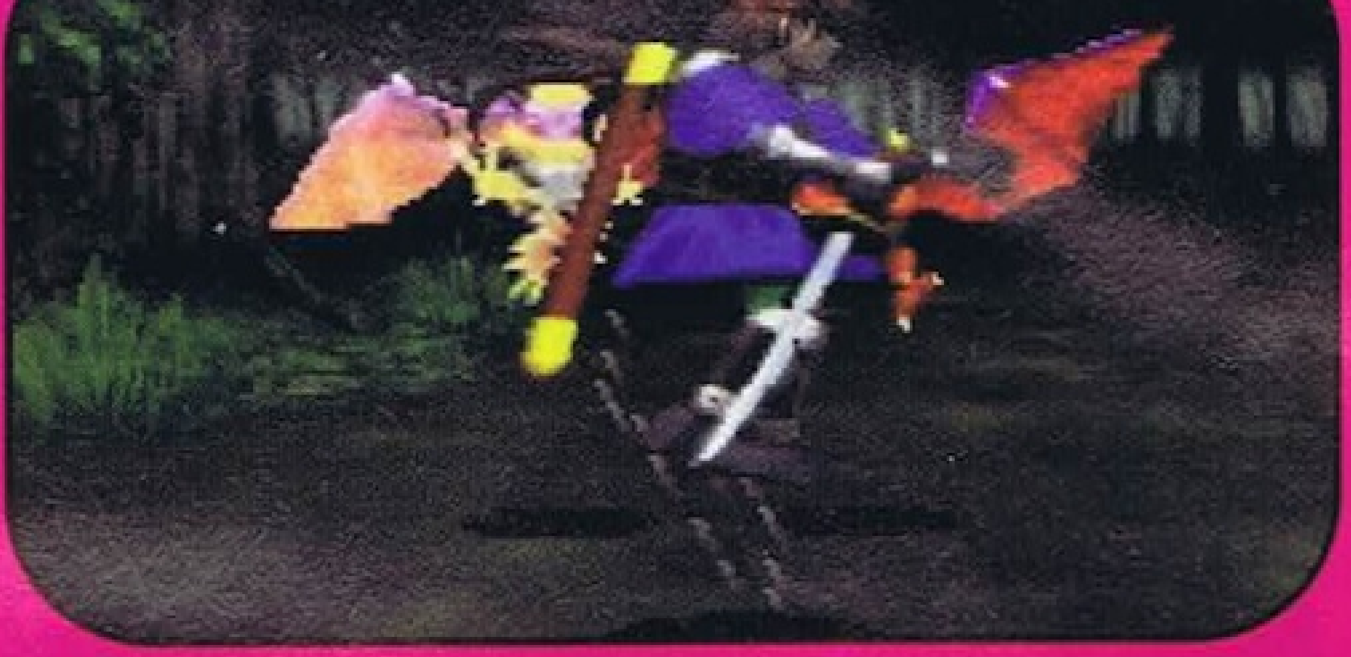


・・・？　なぜ知っておるんじ

Role with it

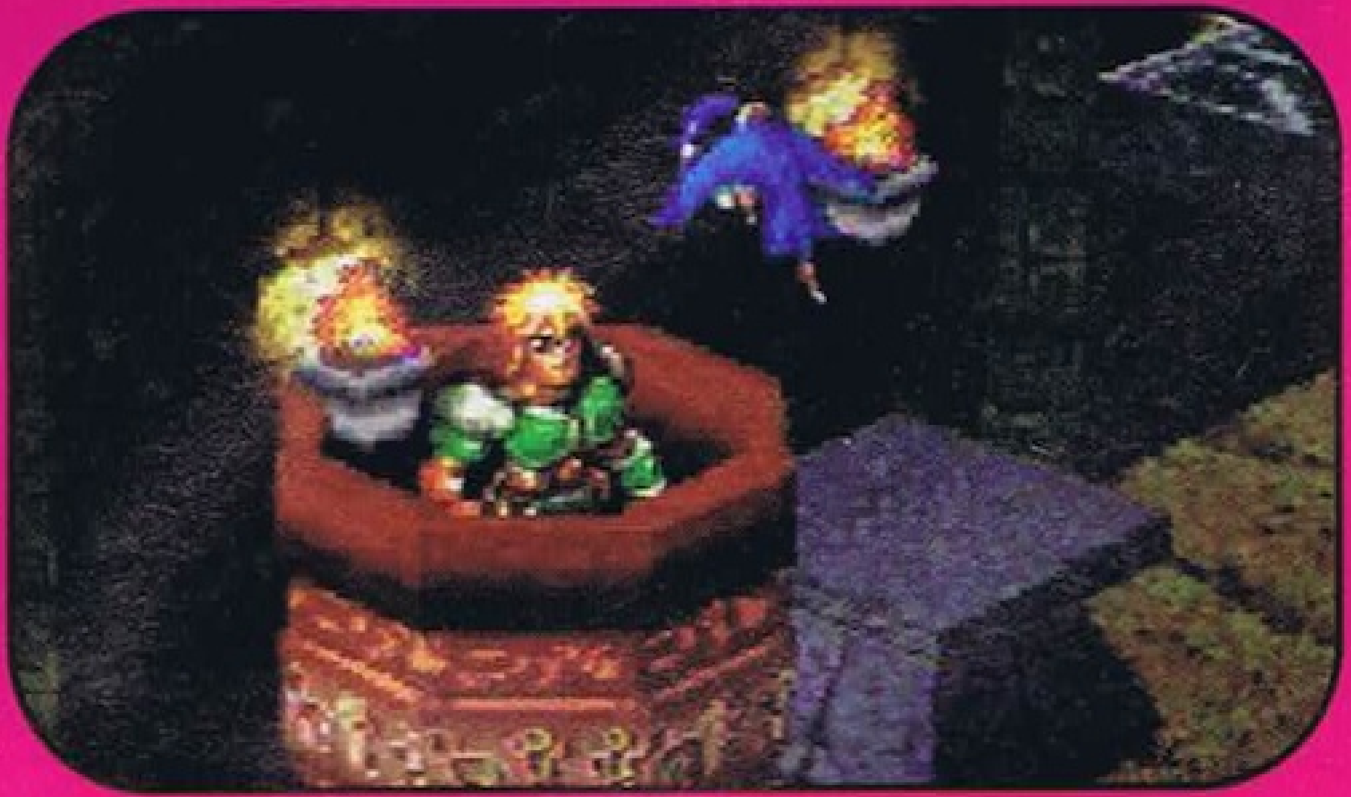
UK Saturn owners keen to pass the time between now and *Grandia*'s Easter release may wish to take a gander at the following excellent role-playing games that just happen to be floating around the shops about now...

Shining the Holy Ark



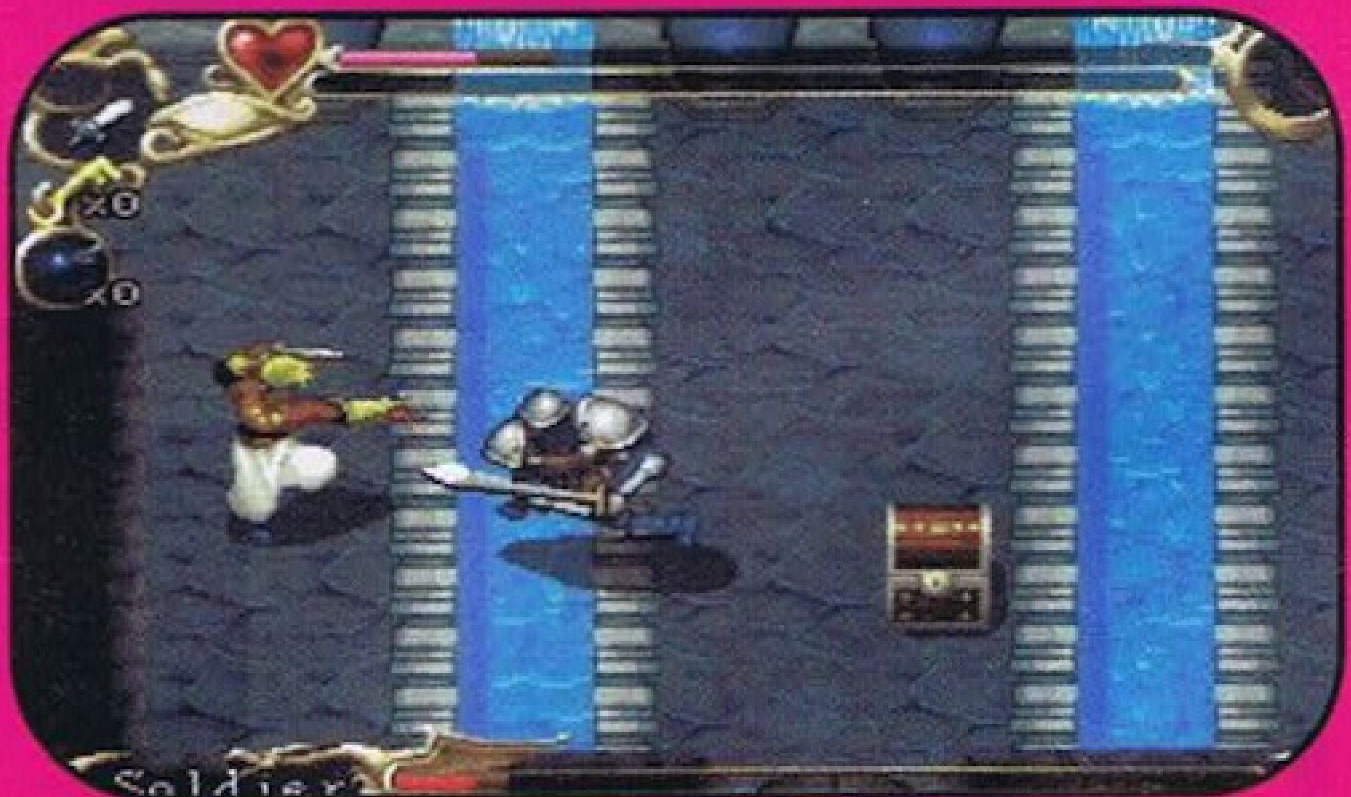
In brief: Sonic Team do RPG thang in first-person push-scroll 3D. With loads of monsters.
Level up!: The 3D's not bad...
Back to the 'load' screen: ...but almost every area features nondescript corridors with generic textures. Trees one area, rocky walls the next... yawn.
Dungeons?: Loads.
Did Shakespeare write the text for this?: Hardly. Twee and uninspired dialogue.

Dark Savior



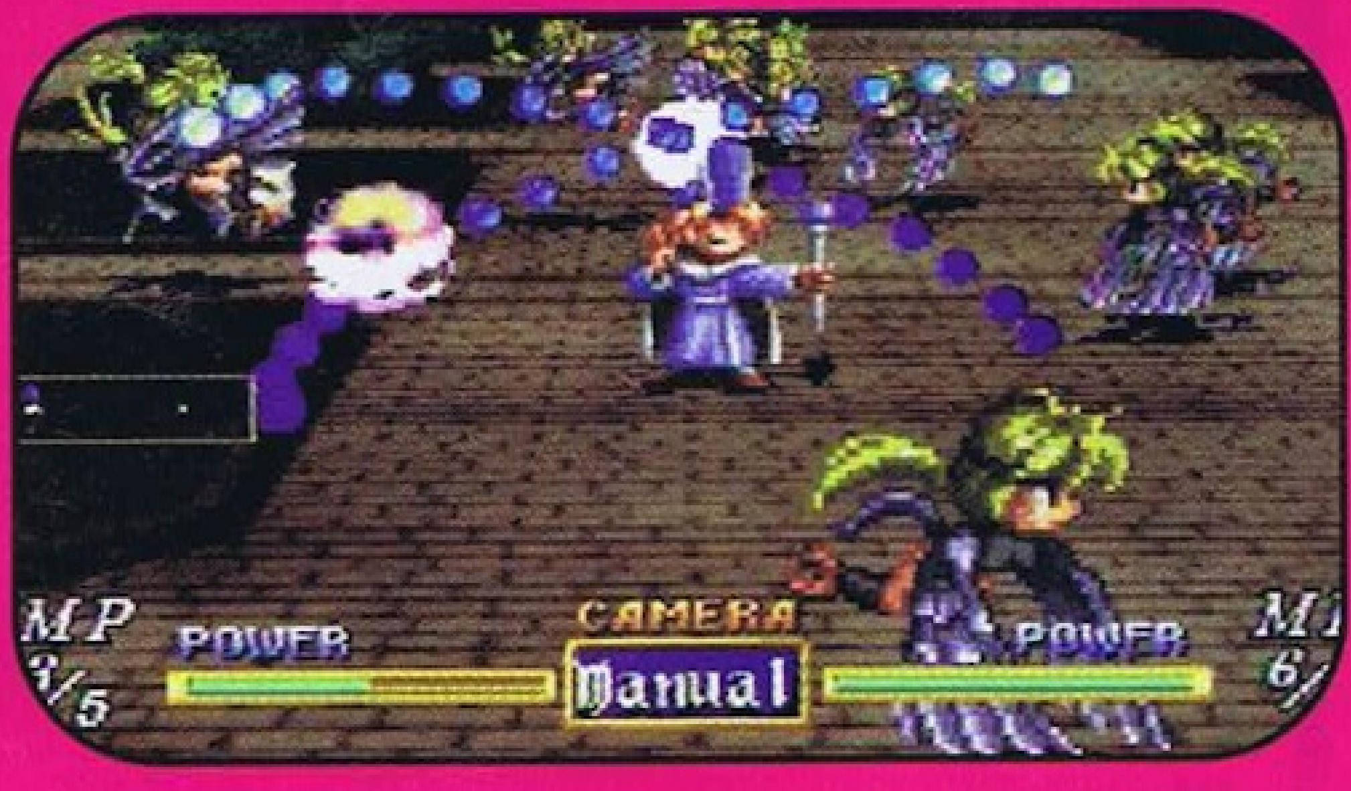
In brief: Action RPG-cum-isometric platformer developed by Climax.
Level up!: Varied sections, different story branches. Looks nice, too.
Back to the 'load' screen: More platform game than RPG adventure. Bloody frustrating, too.
Dungeons?: Only a few.
Did Shakespeare write the text for this?: Did he arse. It's embarrassingly bad. Pigeon English, dodgy punctuation... the lot. For shame, Sega...

Story of Thor 2



In brief: Action RPG that wants to be Miyamoto's *Zelda 3*. Doesn't look great, but plays fairly well.
Level up!: Easy to get to grips with, comparatively fast-moving and fairly engrossing.
Back to the 'load' screen: Looks like a SNES game. Wants to be *Zelda 3* but, frankly, Nintendo's 16-bit game is immeasurably better.
Dungeons?: Plenty. Pass the torch...
Did Shakespeare write the text for this?: Nope. What little there is, at best, functional.

Dragon Force



In brief: Curious, addictive strategy/RPG hybrid.
Level up!: Simple, enjoyable and somewhat unique in terms of design.
Back to the 'load' screen: Rather 'niche', so it won't appeal to all.
Dungeons?: None.
Did Shakespeare write the text for this?: No. American conversion house Working Designs did. And they've just launched a games label named 'Spaz'. Go figure.

Sega

Sega have released the odd game in their time – they've chucked out about 60 Saturn games since the launch just over two years ago. 26 months ago, to be exact – which works out to be 2.3 games a month. Now, while not all of them have been glowing stars in the next generation™ sky, they have kindly furnished us with some of the best moments in gaming history. For instance…

Sega Rally

Oh what a wonderful game it truly is. Even after nearly two years we can still remember what it was like to play the game for the first time and damn it how we fought like dogs to take home the finished copy when it arrived in the office just before Christmas. Also, just think about how satisfying it is that after all this time there still isn't anything to beat it on any format – despite what people might tell you about *V-Rally.*

Fighters MegaMix

The best fighting game in existence? Naturally. More characters than you'll ever need and more bells and whistles than an acid house convention. It politely swipes elements of *Virtua Fighter 2* (the characters and most of the moves), *Virtua Fighter 3* (a lot of the new moves) and *Fighting Vipers* (characters and moves) and gives us 10 secret characters ranging from a car to a tree to a piece of meat (I kid you not). Utterly, utterly, utterly, UTTERLY brilliant.

Worldwide Soccer '97

Every console system needs a killer football title, it's as simple as that and, thankfully, there just happens to be one of the best for the Saturn. *WWS '97* (as we've lovingly ended up calling it) does everything perfectly, with excellent graphics and animation and some very clever artificial intelligence. For more information, check out our 'Classics of our time' feature on the Last Orders page of this very issue.

NiGHTS

It was a brave experiment by the Sonic Team that was so nearly one of the best games of all time. You fly, you collect fast times on each of the many stages by navigating the course of hoops on each of them and the marvel at the wonderful and original

The guilty party

If you've had a Saturn for any length of time then it should be fair to say that you'd have at least a few of these diamonds in your collection. But, like any diamonds, there's always a few chunky bits of old glass waiting to steal our money away from us. Here's a list of all the European Sega games released since the machine's launch (just over 60 we reckon) and if you want to know what we think of them, then you'd be wise to check the Top 100 – and if the game isn't in that, then you know it's one to avoid.

Athlete Kings
Baku Baku Animal
Bomberman SS
Bug!
Bug Too!
Clockwork Knight
Clockwork Knight 2
Cyber Speedway
Darius Gaiden
Dark Savior
Daytona CCE
Daytona USA
Destruction Derby
Digital Pinball
Discworld
Discworld 2
Dragon Force
Duke Nukem 3D
Exhumed
Euro '96
Fighters MegaMix
Fighting Vipers
Golden Axe: The Duel
GP Hang On '95
Guardian Heroes
Gun Griffon
King of Fighters '95
Last Bronx
Mansion of Hidden Souls
Manx TT
Mass Destruction
Mighty Hits
Mystaria
Myst
NHL Hockey
NiGHTS
Panzer Dragoon
Panzer Dragoon 2
Resident Evil
Sega Ages
Sega Rally
Shinobi X
Sim City 2000
Sky Target
Sonic Blast 3D
Sonic Jam
Three Dirty Dwarves
Toshinden URA
Victory Goal
Virtua Cop
Virtua Cop 2
Virtua Fighter
Virtua Fighter 2
Virtua Fighter Kids
Virtua Fighter Remix
Virtual On
Wing Arms
Wipeout
Wipeout 2097
World Series Baseball
Worldwide Soccer'97

Round-Up

Waiting in the wings

Bang up to date as ever, we now print the complete list of Sega's planned releases for the rest of the year and well into 1998. Whatever their future plans are for another machine, you can guarantee that there's going to be more than enough quality software from them to keep us busy.

Atlantis	October
Duke Nukem 3D	October
Formula Karts	October
Last Bronx	October
Worldwide Soccer '98	October
Enemy Zero	November
Quake	November
Sonic R	November
Sega Touring Car	November
The Lost World	November
NBA Action '98	December
NHL Hockey '98	December
Riven	January
Steep Slope Sliders	January
Panzer Dragoon Saga	February
Winter Heat	February
Burning Ranger	Easter
Grandia	April

One of the biggest of Sega's launches for next year is obviously going to be the new Sonic Team game and by the time you read this we'll know everything about it because it's going to be revealed at the ECTS show which was held between the 7-9 of September.

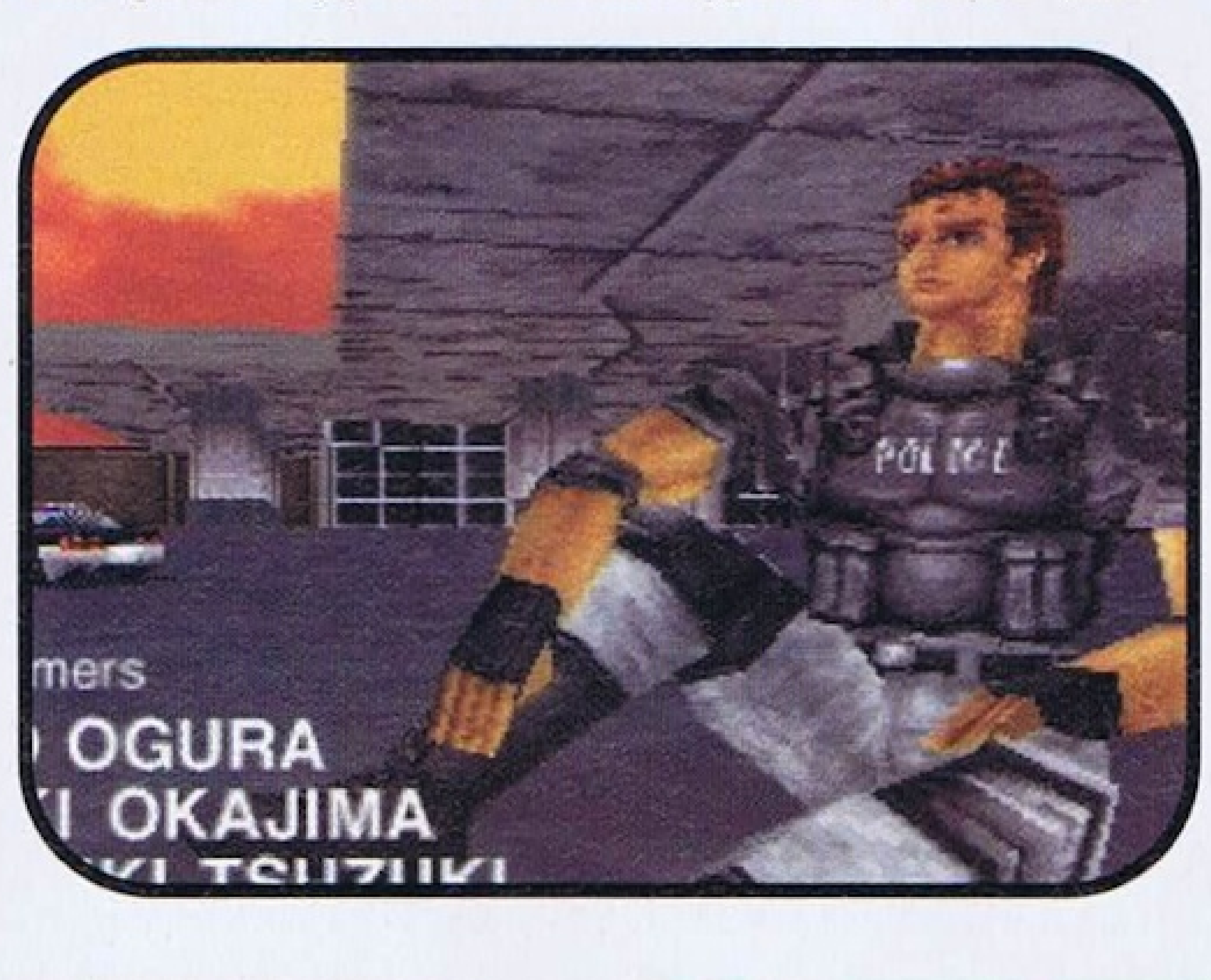
Apart from that though, Sega Europe could tell us that they have around 25 Saturn titles planned for release next year – including, in their own words, many surprises and a couple of arcade conversions.

Virtua Fighter 3? We're not sure at the moment. Rumour has it that it might not be released now, but we still wait hopefully for better news.

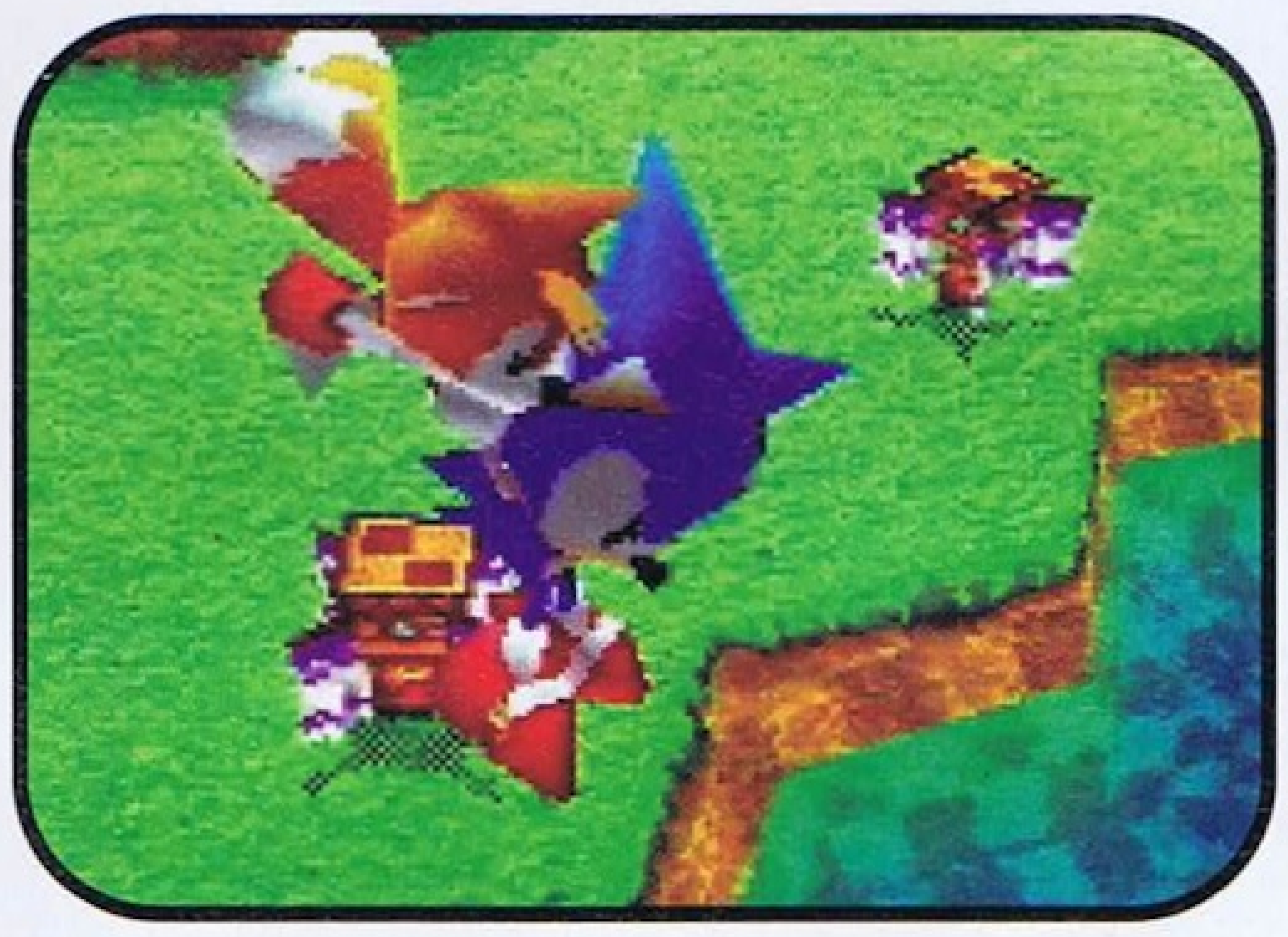
graphics on display. What tends to creep up on you after a few days, though, is the feeling that there's been far too much time spent on creating a wonderfully vibrant game but not enough on putting a solid game into it. Still, easily worth a look if for the novelty value alone.

Virtua Cop 2

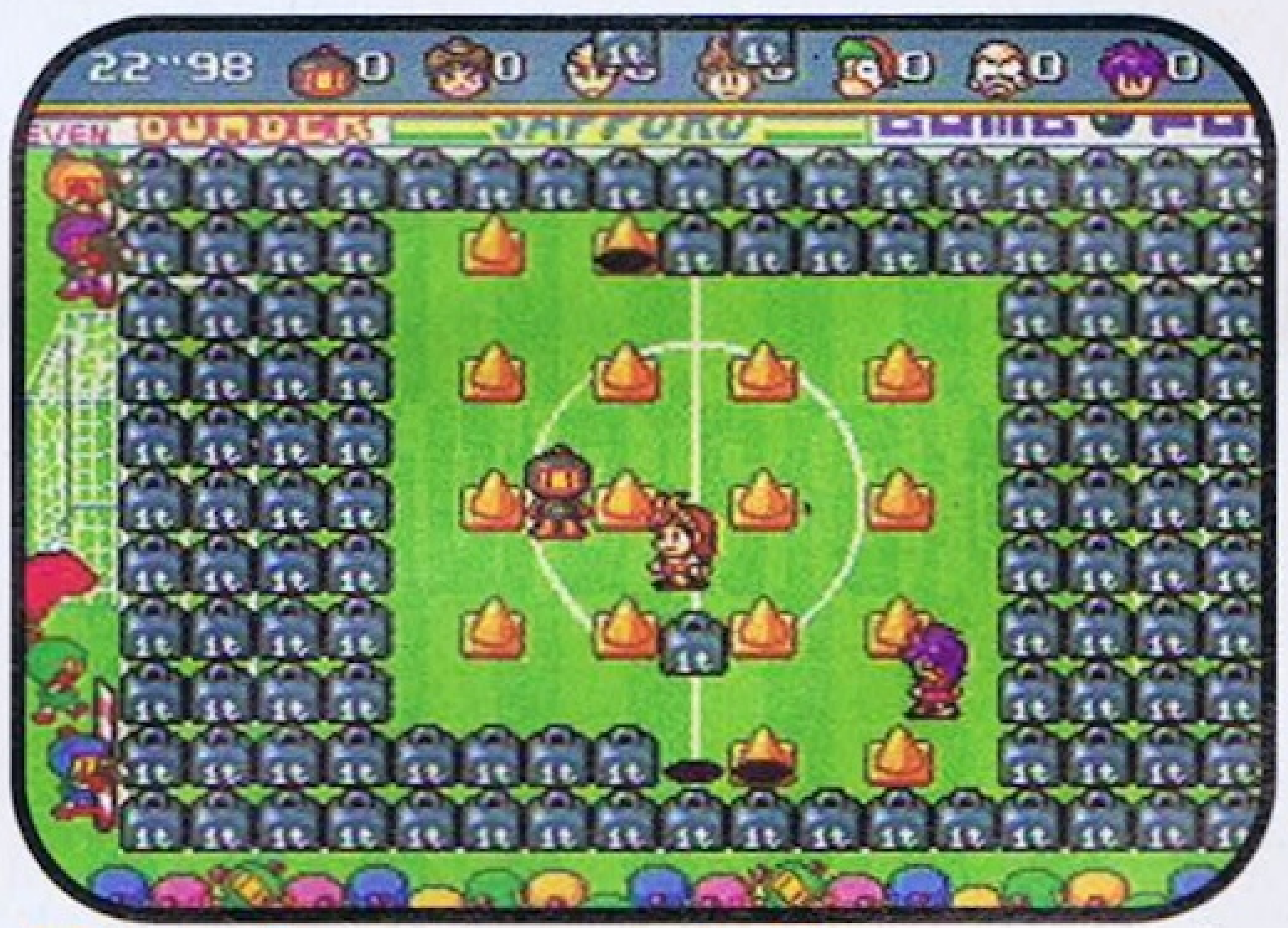
Gun games appeal to certain types of people (just as driving games and beat-'em-ups also have their own select groups of fans) but *Virtua Cop 2* managed to cross a lot of boundaries by being one of the few games that appealed to almost everybody. While still playable enough with a joypad (especially so with the analogue one), the game really comes into its own with the supplied gun. It's very responsive and satisfyingly accurate enough to warrant its purchase.



Sonic Jam



The initial prospect of four Mega Drive games lumped into one fruity compilation may not be exactly the tonic to get your juices following but when you consider that these four games are some of the finest ever released on the machine, then it should all make a bit more sense. On top of *Sonic 1*, *2*, *3* and *Sonic & Knuckles*, you're also blessed with an excellent mini intro game and the inclusion of various buildings to wander into that give you everything from a complete history of Sonic to FMV adverts of Japanese adverts for all of the games. The best retro compilation money can buy.



Bomberman SS

The classic game from Hudsonsoft has honestly never looked better. All the elements from every version of the game we've ever seen, plus a staggering 10 player multi-game that actually manages to work (via a nifty hi-res mode). There's a couple of decent one-player modes (which succeeds where previous ones have failed) but it really works as an after the pub multi-player game, and it happens to be one of the finest examples of that genre you'll find.

Many thanks to Ocean Software, who are offering games for the best high scores you send in. So, what are you waiting for?

Star Challenge

Take a photo of your high score either from the game or the memory card and send this in along with your coupon. Thanks – Iain.

Baku Baku Animal

49 blocks in 1 min 35 secs	Anthony Accini
191391	Stephen Heaps
All clear - 13mins30 secs	Stephen Heaps

Bomberman SS (Mastergame)

322,990 photographic evidence	Andrew Roach
1,298,000	Richard England

Christmas NiGHTS

9,999+ in the Link option		Nathan White
	281 links	Joseph Beaver
Time Attack	0'08"743	Reuben Holmes
Link Attack	1472	John Freeman
Nights Into Dreams	91430	Austin Fletcher

A special 'just missed it' mention to Ewan Gibb

Command And Conquer

Everything to 100%, level 24 in 34 minutes

James Smale

Dark Saviour

Parallell 1	1hour 4 mins
Parallell 2	3hours 25 mins
Parallell 3	4hours
Parallell 4	4hours 38mins
Parallell 5	4hours 58mins

All by Chris Karrow

Destruction Derby

Total Destruction	2:06.36	Neal Womack

Die Hard Trilogy

80,292,400 on the first game
65,387,750 on the second game
72,296,012 on the third game

All John Ogilvie

Diehard Arcade

Completed in 48mins.

Lyndon Roberts

Euro '96

England v Holland 19-0
Chris Biadon

Hardcore 4X4

Best laps
All by Thomas Docherty

High Camber Pass:	1.22.14mins
Sun Baked Gulch:	1.25.00mins
War Zone:	1.27.90mins
Dunne Forest:	1.34.58mins
Devils Kitchen:	1.31.80mins
Pack Ice Scramble:	1.33.18mins

Manx TT (Time Trial)

Laxey Course:	
2'43"84 (overall)	Russell Carr
0'52"76 (best lap)	Russell Carr
TT Course	
3'21"92 (overall)	Matthew Fischer
1'05"28 (best lap)	Jason Fulcher
Laxey Coast (rm)	
2'44"20 (overall)	Russell Carr
0'52"04 (best lap)	Tom Heaton
TT Course (rm)	
3'29"84 (overall)	Russell Carr
1'07"36 (best lap)	Russell Carr

Need For Speed

City

6:53.1, Coastal - 7:56.0	Vertigo Ridge - 1:35.6
Rusted Spring - 0:35.7	Alpine - 9:42.0

All by Gerrit Jan Kuipers

NiGHTS

Spring Valley:	604,300	Nathan White
Mystic Forest:	332,380	Ewan Gibb
Soft Museum:	967,295	Philip Range
Twin Seeds:	120,440	Ewan Gibb
Stick Canyon:	273,580	Ewan Gibb
Frozen Bell:	826,100	Nathan White
Splash Garden:	416860	Ewan Gibb
Links - 1:	403	
(Splash Garden) 1:	379	
(Frozen Bell) 1:	370	

All by Nathan White

Bosses - Reala (107 secs left) Jackle (102 secs left)	
Wizeman (75 secs)	Nathan White
Puffy(102 secs left)	John Freeman

Panzer Dragoon Zwei

Hi-score	794380
Best Shoot Down Ratio	94.9%

EP2:100%, EP3: 98.5%, EP4: 94.1%, EP5: 98.3%, EP6: 92.4%

Best Dragoon Rank: Sniper

All by Dean Abbotts

Pebble Beach Golf Links

Lowest Round In Open	57
Lowest Total In Open	249
Longest Drive	348 yards
Longest Putt	81 feet

All by Peter Currie

Pro Pinball

The Web
1,572,557,070 Jason and Robert Pierrepont

Sega Rally

Time Attack (All New – Specify your car)
Best laps (Photographic evidence required)

Desert in Celica GT4	49"37	P Dickens
Forest in Celica GT4	1'13"23	Dean Abbotts
Mountain in Celica GT4	1'06"23	Dean Abbotts
Lakeside in Celica GT4	1'09"32	Dean Abbotts
Arcade mode Celica GT4 MT	3'16"62	Dean Abbotts

This monrh's tricky bend award goes to P.Crossley of Keighley, West Yorkshire..

Sonic 3D

431,281	Karl James Ullger
First stage in 30 seconds with gem	Gary Pickup

Streetfighter Alpha 2

Survival mode

Ken:	3mins 13.05secs	Suman Miah
Akuma:	3mins 33.75secs	David Cutler
Ryu:	3mins 13.11secs	David Wilson

Theme Park

Park worth	21,639,2000	Tim Kirtley

Tilt

Star Quest table	4,062,194,685	Neal Womack

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen and send it to us. There's a game on offer from those kind people at Ocean for the best ones.

Game ....**Score/time** ....
Game ....**Score/time** ....
Game ....**Score/time** ....
Game ....**Score/time** ....
Game ....**Score/time** ....

Name ....

Address ....
....
....

I can honestly say, cross my heart hope to die if I should ever tell a lie, that I have verified the scores shown above. And I am sane. Thank you.

Signature ....
Send to: ***Star Challenge, Saturn Power, 30 Monmouth Street, Bath BA1 2BW.***

Electronic Arts Massive Saturn Giveaway Shocker

Win EA's entire range of Saturn software!

Possibly the best competition prizes ever, without exception can be yours, dear readers, for absolutely nothing.

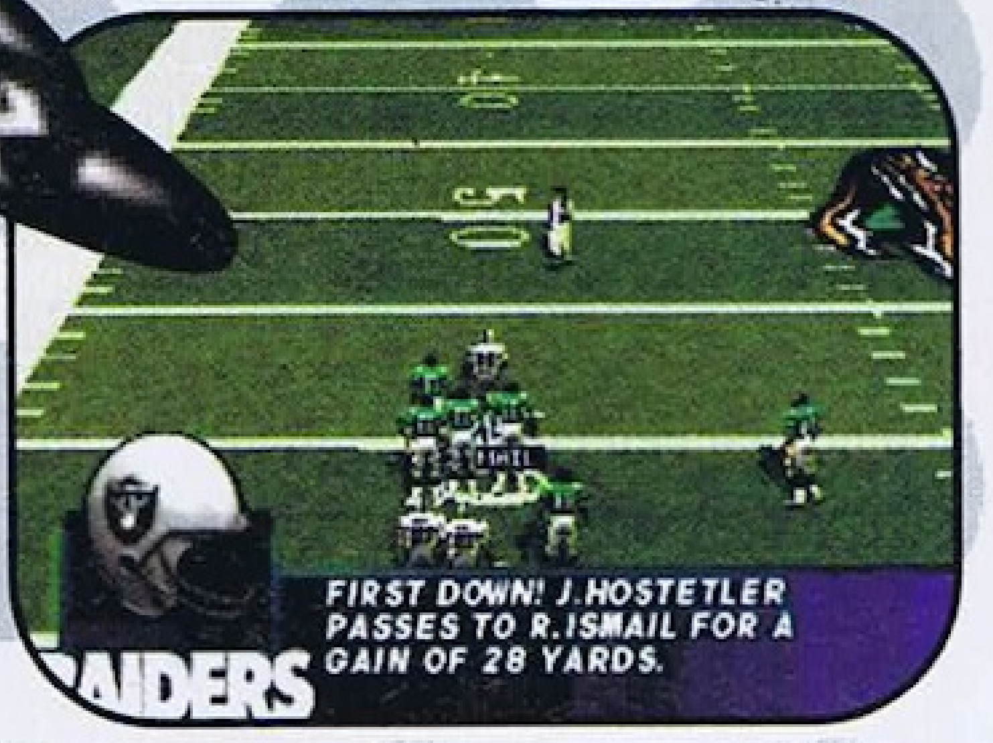
Not content with having *Madden '98*, *Nascar '98*, *NBA Live*, *NHL '98* and *FIFA '98* lined up to hit the shops this November, the wonderfully generous, giving and quite frankly fragrant crowd at Electronic Arts have seen fit to offer a massive giveaway bundle of their entire range of Saturn titles. The jolly bundle will feature many, many games, including *Soviet Strike*, *Die Hard Trilogy*, *Warcraft 2*, *Madden '97*, *Darklight Conflict*, *Space Hulk*, *Andretti Racing*, *FIFA '97* and *NHL '97*.

That's not all folks. Oh no. There'll also be ten runner-up prizes of *Warcraft 2* which, even as we speak, is flying from shelves everywhere and was awarded the highly respectable 88% in issue four of *Saturn Power*.

All you have to do to win either of these fine prizes, is simply put on those thinking caps and answer the following questions...

1) How many versions of *FIFA* have there been for the Saturn?
2) Name one other movie license EA and Fox have planned other than *Die Hard Trilogy*?
3) What's the name of EA's recent space-based shoot-'em-up?
4) What are Croc's furry friends called?
5) *Soviet Strike* on the Saturn is much better than the PlayStation version – true or false?

Pop your answers on a postcard to: *I wanna be a EA win-AH!*, Saturn Power, *Future Publishing, 30 Monmouth Street, Bath BA1 2BW*. Answers to be received written in legible English, no later than November 30, 1997. The editor's decision is final. That means FINAL. No calling us up to see if you've won, y'hear?


RAIDERS
FIRST DOWN! J.HOSTETLER PASSES TO R.ISMAIL FOR A GAIN OF 28 YARDS.

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Saturn Sale (Jap)	
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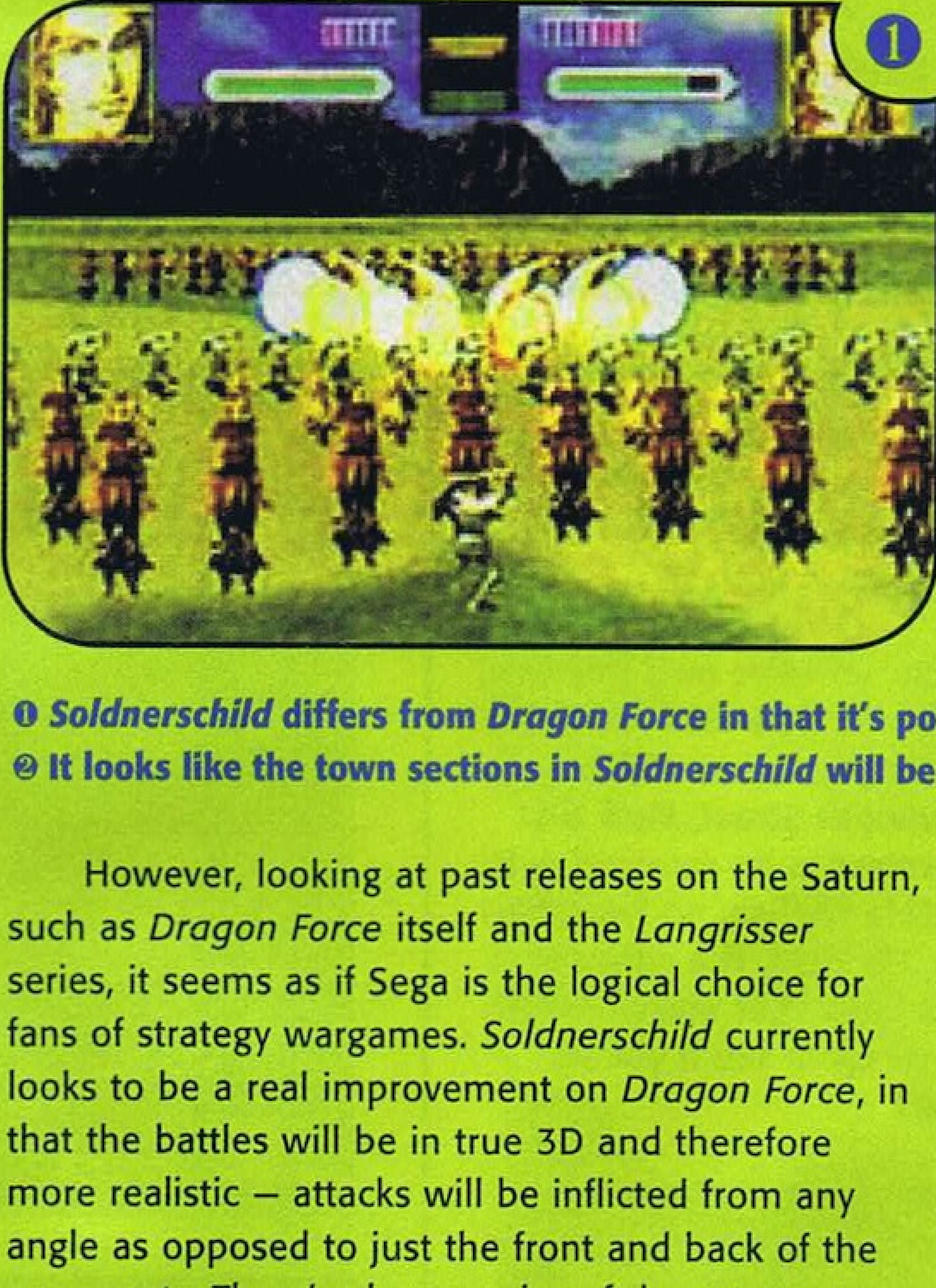
Role Play

NEWS

News on *Panzer Dragoon RPG*, *Devil Summoner: Soul Hackers* and Working Designs' decision to leave the Saturn market later this year – all in this month's Role Play Gamer…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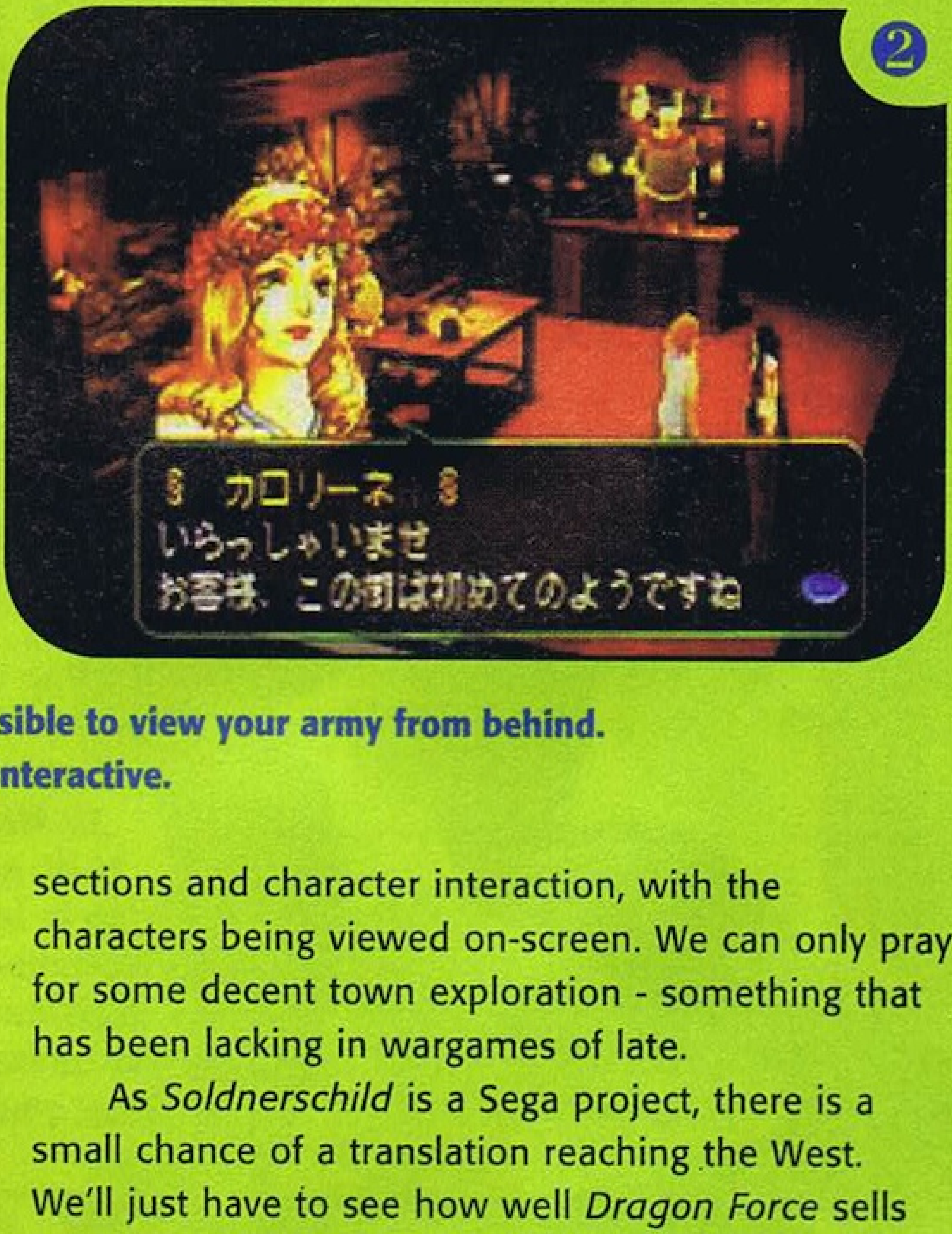
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§ カロリーネ §
いらっしゃいませ
お客様、この町は初めてのようですね

❶ *Soldnerschild* differs from *Dragon Force* in that it's possible to view your army from behind.
❷ It looks like the town sections in *Soldnerschild* will be interactive.

Falcom's *Classics Collection* is now 50% complete, and will be released this November. As previously mentioned, the collection will comprise the first installments of *Ys*, *Dragon Slayer* and *Xanadu*. Judging from screenshots released to the Japanese press, the games are not undergoing the same treatment as GameArt's *Lunar Silver Star Story*, in that they are remaining basically the same as their 8-bit incarnations – apart from the obvious graphical tweaks. *Ys* will have better layouts than the Master System game however, as Falcom are converting the PC Engine version which was far more impressive.

Those of you who like *Dragon Force* (now available in UK stores) will be pleased to hear that Sega of Japan are working on a similar game which will be released this Autumn. The game, *Soldnerschild*, is a joint project between Sega and the prolific wargames experts Koei. Koei are well known for their *Romance of the Three Kingdoms* series, which debuted on the NES and continued on the Super Nintendo; so it's indeed surprising that they are now working so closely with Sega.

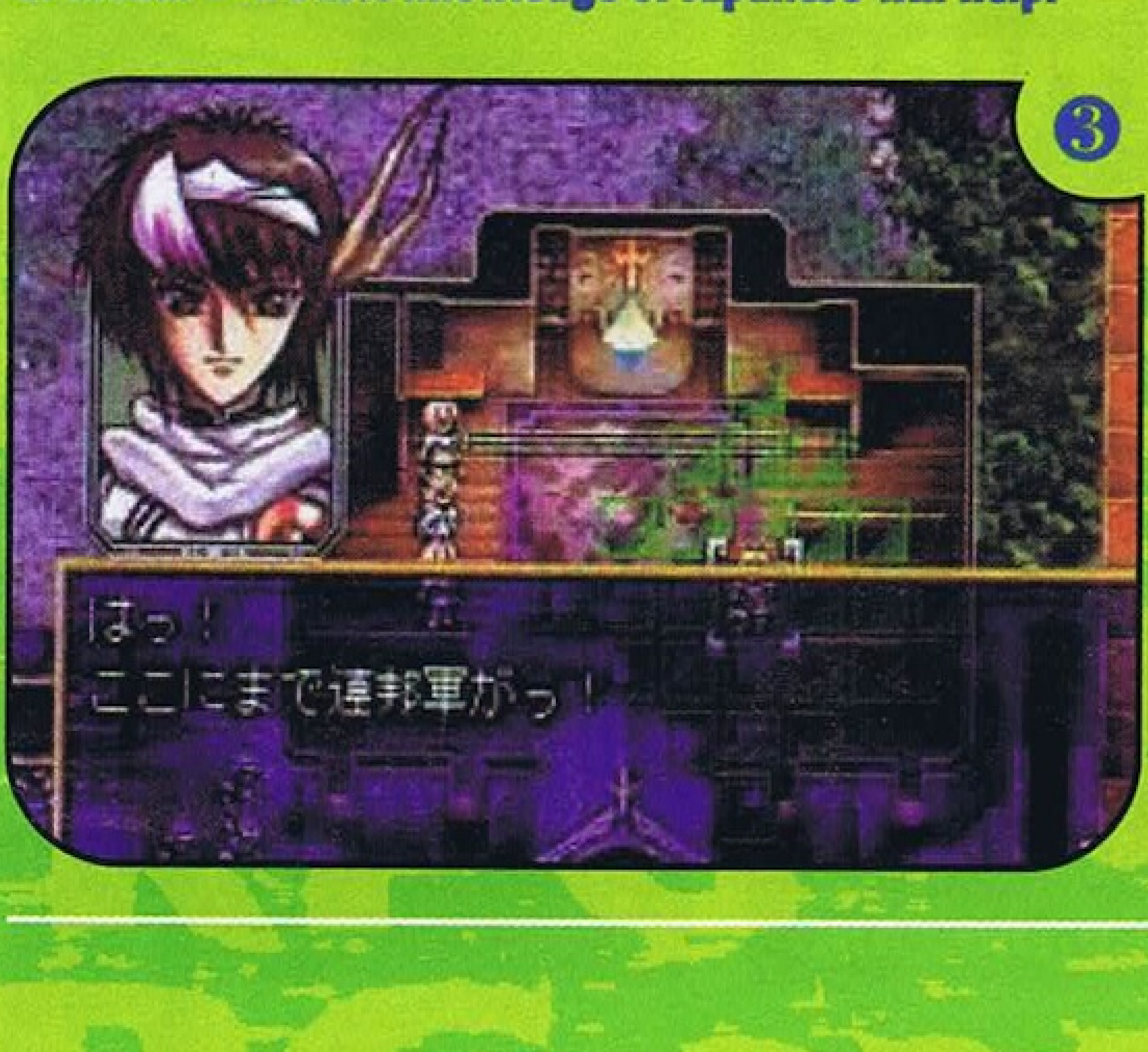
However, looking at past releases on the Saturn, such as *Dragon Force* itself and the *Langrisser* series, it seems as if Sega is the logical choice for fans of strategy wargames. *Soldnerschild* currently looks to be a real improvement on *Dragon Force*, in that the battles will be in true 3D and therefore more realistic – attacks will be inflicted from any angle as opposed to just the front and back of the opponents. There's also promise of decent story sections and character interaction, with the characters being viewed on-screen. We can only pray for some decent town exploration - something that has been lacking in wargames of late.

As *Soldnerschild* is a Sega project, there is a small chance of a translation reaching the West. We'll just have to see how well *Dragon Force* sells to gauge the chance of Sega giving it consideration.

Lastly, *Langrisser IV* is now out in Japan. The chances of a US release are now non-existent following Working Design's abandonment of the Saturn, but the game is available in import stores – so if you were a fan of *Warsong* or Satoshi Urushihara's artwork it's advisable that you get hold of a copy now. Do be warned though, it is quite hard to play in Japanese. However it's the sequel that fans of the originals were waiting for, as it dispenses with the 3D perspectives seen in *Langrisser III* and reverts back to the old style of 2D battles seen in *Langrisser I* (called *Warsong* in the west).

Rachel Ryan

❸ *Langrisser IV*'s 2D graphics are lovely.
❹ Like the previous *Langrisser* games there's plenty of menus – a basic knowledge of Japanese will help.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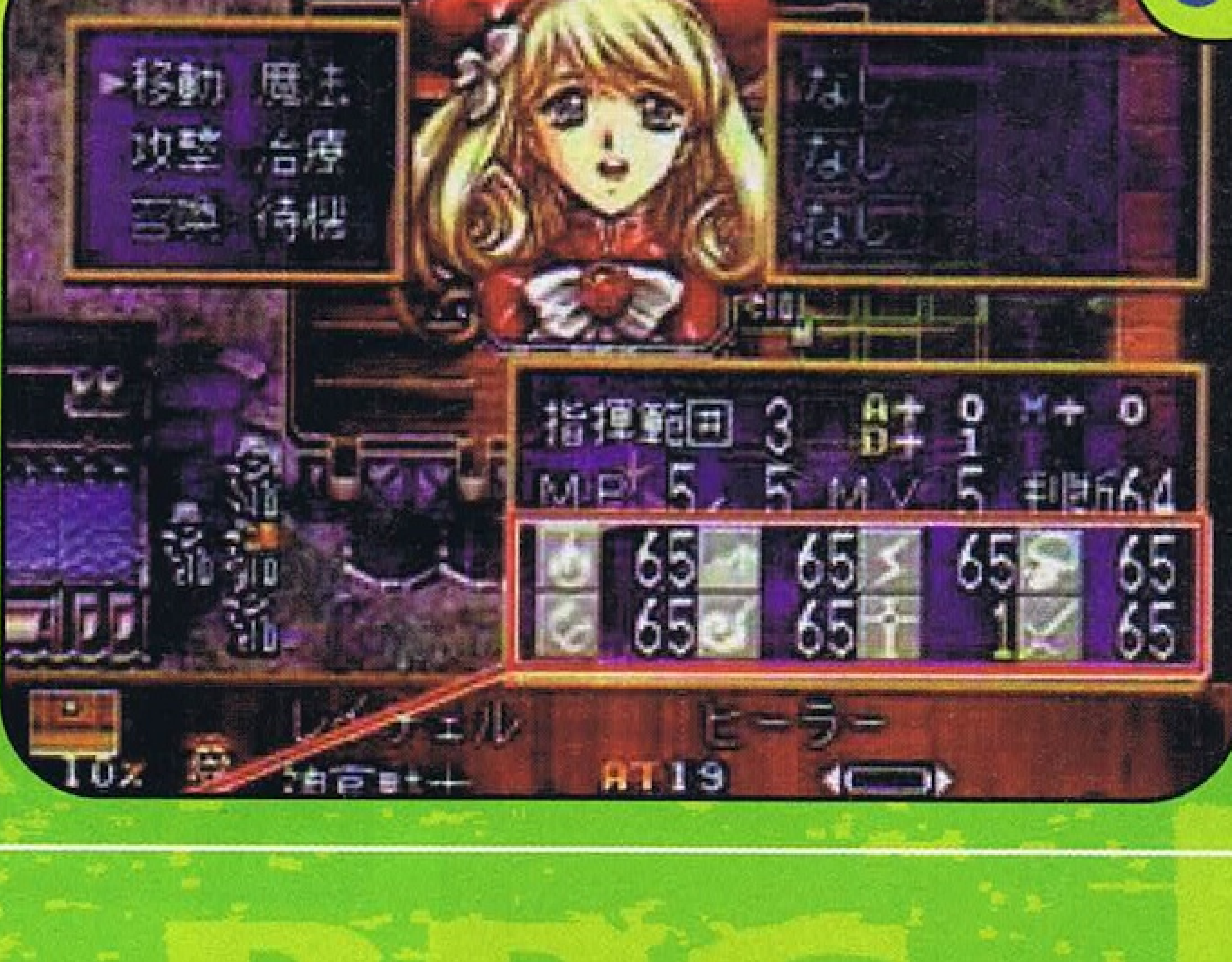
はっ！
ここにまで連邦軍がっ！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Gamer Review

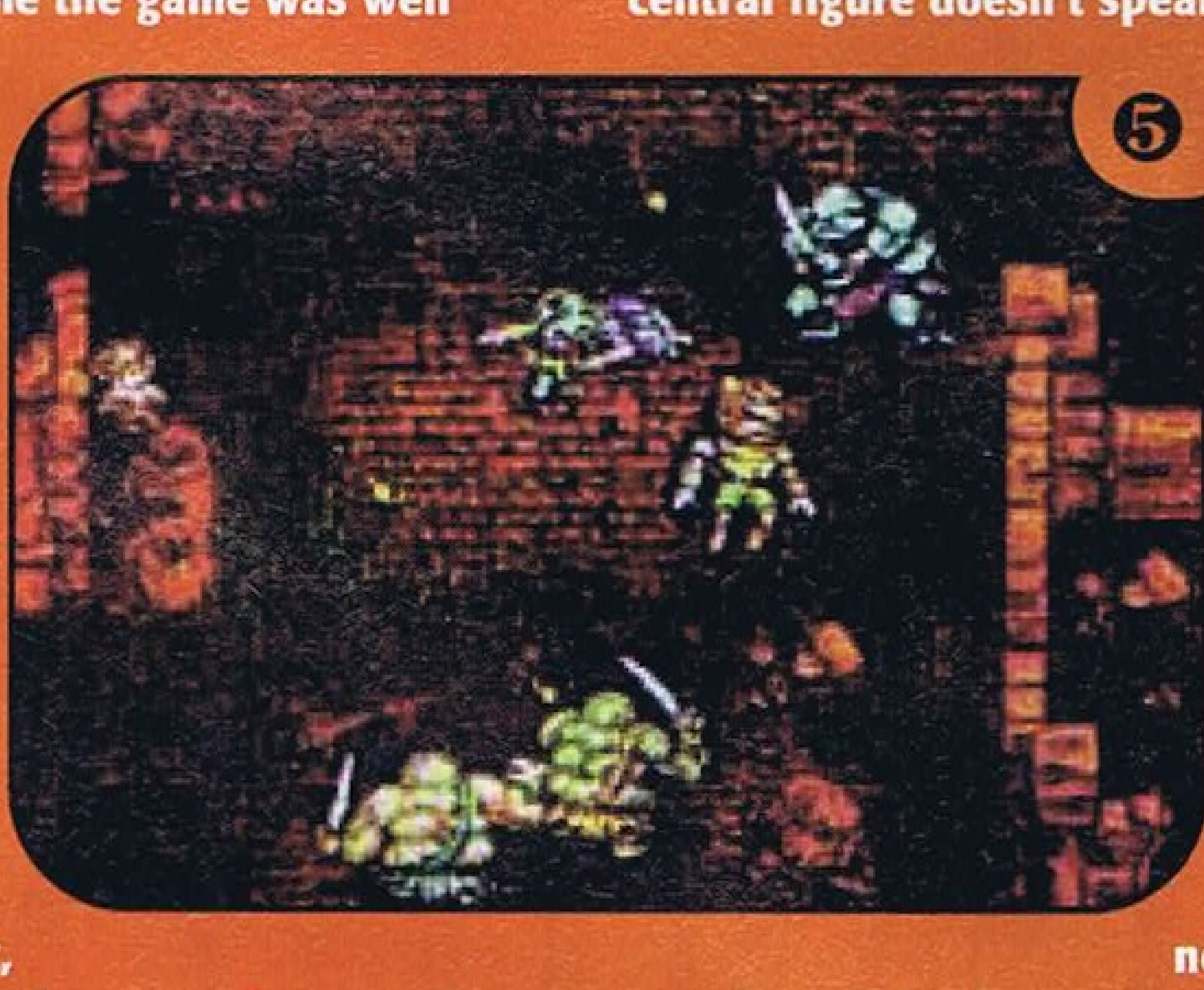
SATURN POWER

RPG

Developer: Sunsoft ● **Original title:** *Albert Odyssey Gaiden* ● **Translator:** Working Designs ● **Suggested Stockist:** Video Game Centre (01202) 527314

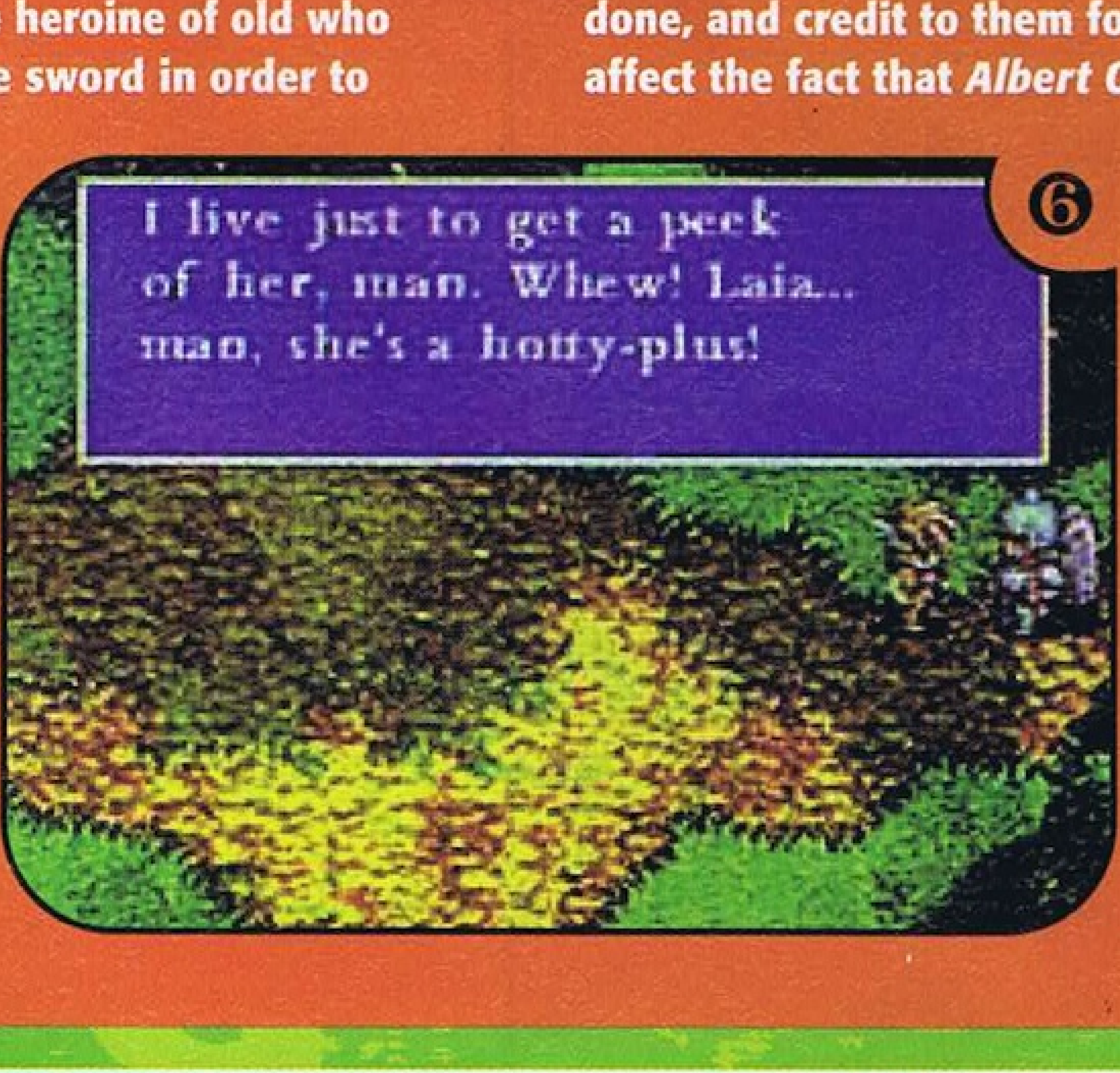
Albert Odyssey: Legend of Eldean

It's taken Working Designs many months to reprogram *Albert Odyssey* for the American Saturn, and most of that time the game was well overdue. Starved of a WD translation for so long, many US fans are falling over themselves to get hold of this game. But has their decision to buy been made in haste?


⑤

Albert Odyssey is a traditional turn-based RPG of the type seen on the Mega Drive and SNES. It boasts few 3D effects, instead relying on the 2D capabilities of the Saturn to produce what are at best, beautiful graphics. You play the part of a young boy called Pike, who sets out to find a cure for the curse placed on his adoptive sister. The catch is that Pike has a magic sword which has a life of its own; that life being that of Cirrus, the heroine of old who transformed herself into the sword in order to defeat her evil brother.

Which is all pretty original, even if it does have overtones of the cute talking pet' syndrome present in some RPGs.


⑥

I live just to get a peek
of her, man. Whew! Laia...
man, she's a hotty-plus!

⑤ So which one's Albert, then? ⑥ I wonder who handled the translation for this game, then. It wouldn't be Working Designs, by any chance...?

Albert Odyssey's characterisation is, however, excellent. There's some very appealing characters in this game, such as the dragonman Gryzz who sometimes gets embarrassed, and the flamboyant birdman Amon. Even though the central figure doesn't speak, you get to choose what he should say which really adds life to the game. The trademark Working Designs humour does crop up, and many of you won't like it. But essentially the dialogue is very well-written. However, as a game, *Albert Odyssey* falls flat on its face. As you were probably aware, the Japanese version was not well received, and American RPG players were cheered by Working Design's pledge to improve it by speeding up the loading times – which they claimed was the only shortcoming of the original. This they have duly done, and credit to them for it. Sadly, this does not affect the fact that *Albert Odyssey* is still too slow-moving, a criticism which is to be aimed at the Japanese developers. To demonstrate exactly how bad this is, I can only describe my attitude towards the battle situations. I'd often dispense with the smallest threat FIRST because from experience I knew that that particular monster's excruciatingly BORING attack animation took longer to play out. Apart from this the battles were pretty average fare, not too challenging, not too easy – and some of them were actually enjoyable. But the experience can't possibly be compared to *Lunar*'s. Another huge flaw surfaced in the way some of the battles were balanced – one boss took me half an hour to beat – and you can imagine how boring this was when I was just employing the same techniques every turn. Another time, I was 20 minutes into the battle with full HP, and the boss finished me off with two area effect spells in one combat round which he'd failed to pull off even once before! Infuriating.

One thing I can credit *Albert Odyssey* for is the presentation. The graphics in the towns are exceptionally well detailed, though this doesn't apply to the battles. The music throughout is just perfect, reminding me of such orchestral gems as the themes of *Final Fantasy* and *Lunar*. But this fails to heighten the experience enough that I can ignore the poor gameplay. It's a real shame too – I enjoyed *Albert Odyssey* in the end because of the decent characters, but it wasn't long enough either.

Before you buy this, please consider if it really worth spending upwards of 50 quid for a game that will probably last only 20 hours, most of that spent watching boring animations or waiting for the disc to load. My advice? Wait for *Lunar Silver Star Story*.

Rachel Ryan

Overall Score: 67%

Working Designs Int

Working Designs are famous for their translations of RPG games for the American market. Since 1992 the company have ushered in numerous anime-style RPGs from Japan which would otherwise have been ignored by Western companies. *Dragon Force*, their first UK release, received much praise in the media.

We collared Victor Ireland, head of Working Designs, to get the big picture and look at future projects. The interview was conducted on the Internet, hence the use of smileys ':)' to convey humour…

First of all, tell us what got you started translating games.

General interest in games. I'm a super game fanboy at heart. Since I was writing reviews for magazines here, I gained contacts in Japan. Through those contacts I learned of many games that were *great* that were never going to see the light of day here. I talked my then boss (now partner) into funding a little "side" company, and it grew to become *the* company. The transportation accounting software we sold at the time was phased out as the game thing took over. Games are much more fun than programming accounting software, anyway. Take my word for it.

How many people, excluding voice actors, comprise WD?

Approximately 14, counting the outside sales force. The core for doing games is three-to-five, depending on the project in hand.

Everybody has memories of games that were almost religious experiences for them – Mega CD Lunar, PC Engine Ys, SNES Final Fantasy… what do you list as yours?

Ys Book I&II for PC-Engine is the first. *Cosmic Fantasy* 2 (for the anime and great story) and *Lunar*, of course. *Ys* was the biggest shock because the production values were so high. *Lunar* is probably my "I'd play it today" favourite. The others have aged… :)

What is Working Designs' philosophy towards translating games?

We try to get the overall sense of the Japanese game, then do whatever is necessary to give the gamer the same experience intended for the original audience. Of course, being the perfectionist that I am, we very often actually make improvements to the games to make them more player-friendly.

What is your relationship with Game Arts like?

Great. They are also a by-gamers/for-gamers type of company. Mr Miyaji and I have a similar world view when it comes to gaming.

How seriously do GameArts take the reception of their games in the West? Will they be sorry to lose their top translator?

GameArts take their market presence through their publishers in the West very seriously. Fortunately, due to the deluxe presentation we give their games, they've been happy, and so have we. Our relationship is really quite healthy.

To suppose that they are "losing" us because we're leaving Saturn development after *Lunar:SSS* is not a correct conclusion, so the question is moot. :)

Here in the UK, people often buy import Sega CDs just to play Lunar, Lunar 2 and Popful Mail. How do you feel about the huge number of people in the UK playing your translations?

I'm quite happy, but at the same time a bit peeved that we weren't able to set up a distribution channel until *Dragon Force*. It's not for lack of trying, it's just that due to the number of parties involved, plus the PAL reprogramming necessary (however minimal, it still requires changes to the code) it couldn't happen until now.

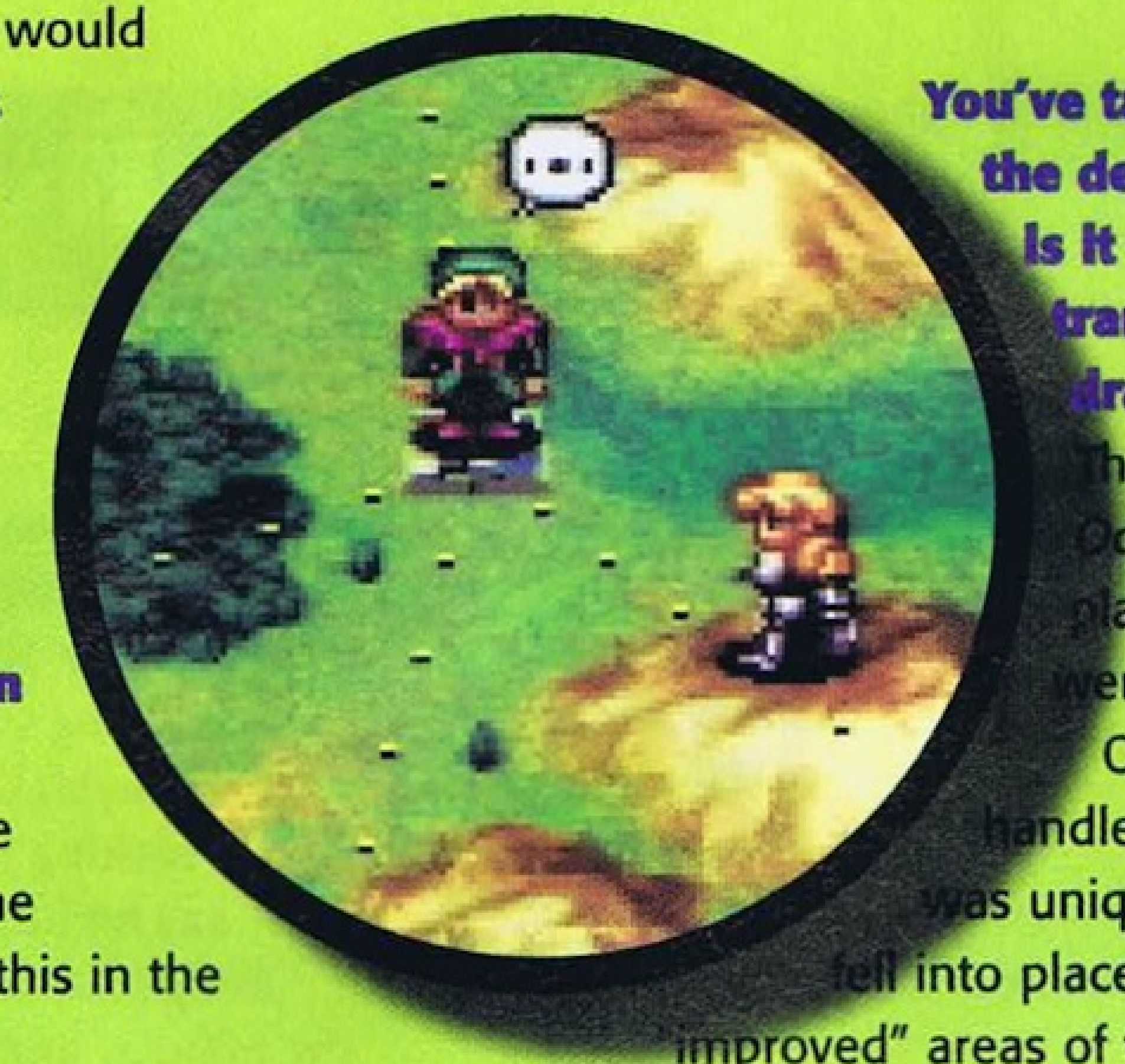
Who was responsible for the decision to release Dragon Force in the UK?

Sega of Europe had been pursuing us for a while, and everything finally fell into place a few months ago. I actually believe we are of like mind, with them being huge RPG fans themselves.

TIME
80
x 10
POWER
CAMERA
Manual

terview

Considering how well-received Dragon Force has been in the UK press, will you be considering releasing Albert Odyssey, Rayearth or Lunar Silver Star Story over here? Or is that decision up to Sega Europe?
That decision is up, in large part, to Sega of Europe, and I feel that all of those games would do quite well in Europe, so here's hoping! We're ready, willing, and able to provide PAL versions, but technical issues make *Rayearth* and *Lunar:SSS* a bit harder than *Albert* to port.



What are the planned release dates for your upcoming Saturn games?
You can always check our website (www.workingdesigns.com) for the latest, but as of now it looks like this in the US at least.

Albert Odyssey	Shipped
Sega Ages	September 7th
Rayearth	November '97
Lunar:Silver Star Story	1st Q '98

We reported last issue that Working Designs were leaving the Saturn after Lunar's release. Is there any chance of you returning to Sega with the US launch of their next machine?
We haven't left Sega, we've just given up on the US management. If they're canned, and a different crew that understands the market and appreciates third parties, comes into being, we're there. That, however, is a lot of "if's".

Do you watch anime? If so, what are your favourite titles? Would Rayearth be among them, by any chance?
I'm not an *otaku* (*obsessive fan – Dean*), by any means, but I like *Rayearth*, *Record of Lodoss War*, *Cobra Legend*, *Urusei Yatsura*, *Bubblegum Crisis*, *Giant Robo*, *Evangelion*... see a pattern here? :)

Your style of translations has many loyal, adoring fans across the world. However, anime fans tend to be extremely purist and very touchy about translations. Does your translation of Magic Knight Rayearth reflect this, or will you be targeting the game at the average, (larger) audience?
We always try to strike a balance, but will not bend to the (vocal) whims of the anime purists There are commercial and aesthetic considerations to each game we do. Direct ports would suck for the general gaming population, and we won't do them. Though we dig anime, we are in this business to make it accessible. For the true die-hard purist, the Japanese imports are the always the best choice.

You've taken quite a bit of flak over the delay of Albert Odyssey. What is it like to go through a translation from the very first draft to on-the-shelf finish?
The biggest problems in *Albert Odyssey* were that our original plans for 'improving' the title were far too ambitious.

Once we scaled back and got a handle on the text system (which was unique and not fun), everything fell into place. Last minute bugs in our "improved" areas of the game caused another three or four weeks of delay to the final on-the-shelf version.

You've heard this one a squillion times, so bear with me. What kinds of things have had to have been cut out before finished versions see the light of day?
We cut very little, ever. We cut out a middle finger on Babbette in *Cosmic Fantasy 2*, giving her a shaking fist instead of her flipping the bird at Robert, her French ship computer.

We reduced the length of time Lucia's naked backside was on-screen in the beginning of *Lunar 2*, and we put vines over the nipples on the plant monster in that game. That was actually an interesting conversation, because I had to have an absurdly surreal conversation about nipples, breasts, and cleavage in detail with our account manager at SoA to decide actually how much had to be changed. There are a few other minor things like these, but that's about it.

What's your personal favourite non-Working Designs' RPG?
Tengai Makyo II (*Far East of Eden II* - in Japan), *Landstalker* in the USA.

SATURN POWER
RPG

Favourite obscure RPG that everyone should have played?
Last Armageddon - Japan.

Game you would have most liked to have got to work on?
Full Throttle on the PC.

One last thing: the Working Designs slogan; 'We're nothing without you' Anything to add?
That pretty much sums it all up, and we never ever forget it.

Victor Ireland, thanks very much, and good luck with the future.
Ditto, thanks.

Mail Bonding

Dear Saturn Power

Every month we get to the point in the issue when it comes to writing this intro paragraph and every month we scratch our collective noggin about what we can write of interest to the reader. As we're stumped a bit this month we thought we'd waffle on for a bit and then finish it by saying that, as if you didn't know, the letters are all answered by the Editor himself. There, I think that worked okay.

Mail Bonding, Saturn Power,
Future Publishing, 30 Monmouth
Street, Bath BA1 2BW.

We're right, they're wrong

I buy your mag and I buy *Sega Saturn Magazine*, and SSM have been slagging you off lately for printing rumours and doing a block-rocking beats CD.

I have to say that SSM are wrong because I agree with you, rumours are an essential part of the news. For example, say you print a rumour now and it gets confirmed in three months, then you would have got the news three months before SSM.

Okay, your music CD wasn't as good as a game demo disc, but I must say I admire and respect you more now because that proves you take risks and have the balls to try something new. So well done.

John Freeman, Lancs.

PS Excellent mag, by the way.

Well we think they're wrong as well and that's why we retaliated last month with such venom. If they had any sense they'd realise that it's just them and us, and that they should be concentrating more on their magazine than filling it full of petty digs at our expense. Let them carry on if they must, they're only scared of us.

Glad you agree with us on our news. Over the past few months we've been the first magazine

Answer Me...

My cousin says...

I will start off by saying what a wonderful magazine you are. This is the first time I have ever written to one and was hoping you could answer a few questions for me:

1) My cousin tells me you can get a third car in *Sega Rally*. If this is true could you please tell me how?
2) Could you please give me a good explanation on why *Tomb Raider 2* is not coming out on the Saturn?
3) Will *Destruction Derby 2* be coming out on the Saturn. If so when and if not, why?
4) One of my friends has a PlayStation and says that *V-Rally* is better than *Sega Rally*. Could you tell me which really is the better game?
5) I played *Sega Touring Car* (the arcade) and thought it was fantastic. Could you please tell me when I will be able to buy it and how much it will cost me?
Stuart Campbell, Belfast

1) Yep, the Lancia Stratos. You get it when you complete the Lakeside track in normal mode or above.
2) Unfortunately not, but as soon as Core give us one then I'll be sure to pass it on to you.
3) We're still not sure. It's rumoured that Probe were supposed to be working on it, but we've yet to hear any confirmation of that.
4) *Sega Rally*, naturally.
5) It'll be available in November and it'll probably cost £49.99.

F'ing hell

1) What's the difference between the racing games *F1* and *Formula 1 Challenge*?
2) Is *Formula 1 Challenge* any good?
3) Will *F1* be coming out on the Saturn?
4) Got any cheats for *Wipeout*?
5) Is it 100 percent proved that *Red Alert* will not be coming out on the Saturn? If so, why? Especially as *Command & Conquer* was such a success and also a bloody good game.
6) Is there a time limit to the levels in *Tomb Raider*?
7) Do you know the exact date when *Resident Evil*'s coming out and how much it'll be?
James Andrews, East Sussex

1) If by *Formula 1 Challenge* you mean *F1 Live Information*, then quite a lot. *F1*'s good while the other one isn't.
2) No.
3) Probably not now.
4) Yes, plenty.
5) No, *Red Alert* won't make it onto the Saturn, for reasons that are beyond me. Virgin admitted that the Saturn version didn't sell as many as the PlayStation one, but it a sure as hell sold enough to make an update worthy.
6) No.
7) The fourth of September – ie, out now.

Make it brief

1) Will *Scud Race* and *Virtua Striker 2* be converted to the Saturn?

Rallying 'round

STAR LETTER

I have been reading your mag from issue one and this is the first time I have put pen to paper. Here is the reason. My young cousin owns a PlayStation (we are currently seeking help) and rang me to say he had just purchased *V-Rally* (the doctor's fees grow by the minute) and I should come "...round to play". To help clarify the points I am about to make, I will bring to your attention the fact that I am involved with rally cars at clubman level.

***V-Rally* has nice graphics, *V-Rally* has lots of gameplay, but *V-Rally* just doesn't drive like a rally car would. I read *V-Rally* is more sim than *Sega Rally* but whoever made that remark obviously couldn't tell the difference between Jaws and Flipper.**

***V-Rally* reminds me of Scalectrix (yes, I'm that old) in the driving department. After 15 minutes (yes, I endured it that long) I had had enough. *Sega Rally* is still king.**

With *Sega Rally* you can set the car up on the throttle, and the smallest inputs make a difference. And the Stratos, what can I say here? The Stratos is one hell of a brute. I've driven in one and it is certainly one vicious two-wheel driving machine. If Ari Vatanen (who?) was the lead tester on *V-Rally*, something must have been lost in the translation somewhere (he does speak "poor" English, though... I've met him).

I'm not making these points because I'm biased towards Sega. The only reason I bought the Saturn was so I could relish the undisputed king of Rally games now and probably ever, *Sega Rally*!
Greg and the boys from the Phastas Phuque Rally team (yes, we do exist) or Wakefield and district motorsports club.

Well, you can't get a more telling testimony than that really, although it only reiterates a point we are already well aware of: that, as far as Rally games go there really isn't anything out there that will ever beat it... apart from Sega Rally 2, naturally.

FREAKS

Seeing as the Mega Drive is clapped out, you can send me one with every single game for it. I will pay a total sum of £0. While I'm at it, you can send me a complimentary Saturn with the five best games, and make it snappy. Oh, and the cheats would be good, too.
Rogering Tom, Swindon

Oh yes of course we'll send you every Mega Drive game ever released and a machine. A Saturn as well? Top five games? No problem, it's all in the post as we speak. Twat.

Lisa Kellett's eyes

In SP04 we asked *Saturn Power* readers to tell us why Lisa was smiling on our Contents page. The following three 'witty' responses were the best of the bunch…

The reason why Lisa Kellett is looking and smiling so broadly like that is: the goddess herself has seen a picture of me and wants me to fulfil her needs. She can't resist me.
Jason Merryman, Oldham

Lisa is smiling like that because she has just seen James come out of the shower and is thinking: "Wow! I thought my boyfriend's was small!"
Mark P Candey, Woking

She's staring at a blue marshmallow-sucking elephant blowing his nose on a bald man's glasses and playing ping-pong with a rock-climbing, dope-smoking, fast-driving smurf.

She's smiling because: Oxford Utd just beat Swindon Town 8-0 away!
Thom Airs, Dorchester-on-Thames

to break the stories on Sonic Jam, Resident Evil, Fighting Force, Bomberman SS, Worldwide Soccer '98, UEFA Soccer, Vivid Racing, Croc, Buggy, The Lost World, Bust-A-Move 3, Frankenstein, Castlevania… *to name just a few, and that's why we're clearly the best Saturn mag for news.*

When I'm 64

This is a very first for me writing to a mag (I feel it's more of a friend). Just wanted to say how fab! Great! (or whatever the word is) the music CD was. On first, knowing it wasn't going to be a first class game on the CD I was feeling flat, and when it came I gave it a little try but discarded it. Then my hubby asked what it was like and put it on the hi-fi (yes, hi-fi!) and it's brill. Hubby wants me to tape it so he can listen to it in the car. Thanks thanks.

I am 62 years old and was a Commodore 64 addict – still have the dear old Commy. My poor grandchildren have a right old time convincing friends that their Nan has all the great games and that they can come and play at Nan's to try to beat her scores.

Thanks again
Jean Walker (hubby 64)

PS Hope you don't mind a Gran writing in.

We don't mind one little bit and we're really pleased you liked the music CD. We tried it as a bit of an experiment and, judging from the letters we've received back from you, you seemed to like it..

2) If so, when will they be released?
3) Has the upgrade cartridge been scrapped for VF3?
4) Will your magazine be doing a playable demo of *Virtua Fighter 3*?
5) Any news on *Black Belt*?
James Williamson, West Yorkshire

1) Unlikely.
2) Um…
3) Yes.
4) No.
5) Nothing fresh. All the rumours point towards a release of Christmas '98 in Japan with *Scud Race*, *VF3* and a Sonic game with launch, but Sega are keeping everything under their hats at the moment.

Questions, questions, questions… questions

1) Could you tell me what *Thunderforce Gold* is, as I have seen it advertised in your magazine in one of the import sections?
2) Any more news on *Thunderforce V*, *Alien vs Predator*, *Virtua Fighter 3* and *Scud Race*?
3) Will there be a *Street Fighter 3* home conversion for all us beat-'em-up freaks?
4) Is there going to be a cartridge upgrade for the Saturn or will we have to wait for Sega's new machine?
5) So what is the next Sonic game going to be after *Sonic R*, then?
6) Do you like *Mario 64*?
7) Is this next Sonic game going to kick Mario's pixelated arse?
8) Is it true that the PlayStation (spit!) will not have conversions of *Quake* and *Duke Nukem*?
9) What's this about a conversion of *Virtua Fighter* on the PlayStation?
10) Is the Saturn conversion of *Resident Evil* going to be the Director's Cut like the new PlayStation version?
11) Could you tell me the release dates for the following games please…
Marvel Superheroes, X-Men vs Street Fighter, Darkstalkers 3, Duke Nukem 3D, Quake, Touring Car, Resident Evil, Dungeons & Dragons, Street Fighter EX, Sonic R, Hexen 2, Micro Machines V3, Thunderforce V, Sonic Fighters and *Mortal Kombat Trilogy*.
12) Could you ask Yoshiki Okamoto for the conversion of *Alien vs Predator* that Capcom did in the arcades a few years back, as I think it's ace!
13) Could you do a page, like the RPG section, but on beat-'em-ups ?
Adam H, Brighton

1) It's a retro-like compilation of all the old *Thunderforce* games. But it's very difficult to get hold of now, though.
2) *Thunderforce V* will possibly come out through Sega sometime early next year. *Alien vs Predator* is down for release next year also, but we're yet to here any more on *VF3*.
3) Probably, but I'm not sure about a Saturn conversion.
4) Nothing like the 32X, if that's what you mean.
5) Not sure. Sonic Team are working on something at the moment, but we don't know whether it's a Sonic game or not – although it's rumoured that there's a Sonic game in development for the next Sega machine.
6) Yes, it's a superb game. Just because games are on other platforms doesn't mean they can't be good… we're all games players at the end of the day and we should all be able to appreciate a good title regardless of the format it appears on.
7) Hmmm… depends.
8) It looks unlikely that it'll have a conversion of *Quake*, but there's one of *Duke Nukem* going ahead – albeit a bit later than ours.
9) Utter rubbish.
10) No, it's going to be a different game in its own right.
11) October, 1998, 1998, October, November, November, September, not on any schedules, not being released on Saturn, November, no Saturn version confirmed yet, not being released now, unknown, Zzzzzz, out now.
12) Unlikely now, but Fox Interactive will have their *Alien vs Predator* game out next year.
13) Now that's not too bad an idea.

Were you there?

You will probably remember the 'I Want A Saturn' letter in SP02. Well, you should be glad that I now have one, and I need to ask some questions.
1) Are there still going to be a *Sonic Fighters* and *Sonic X-Treme* now there are *Sonic Jam* and *Sonic R*?
2) Did you go to the Glastonbury or Phoenix festivals?
3) When is *Wipeout 2097* coming out?
4) How much is it?
5) How much will *Sega Touring Car* be?
6) How much will *Sonic R* be?
7) Can you send me all the above plus *Resident Evil*, *Sonic Jam*, *NiGHTS* and *Fighters MegaMix* for FREE?
8) Why didn't you have a demo disc with SP04 when you

The debate continues

Since it seem we are going to be unjustifiably deprived of *Tomb Raider 2* I thought it would be a good idea if Core would produce a *Tomb Raider* levels cartridge. This would work in conjunction with the first *Tomb Raider* CD and would come out, of course, on Saturn first (and hopefully never on PlayStation!).

The cartridge would go into the back of the Saturn and would offer 10-20 extra levels of this fantastic game – I got it second hand for £25 two weeks ago and have been playing it ever since. Anyway, I just thought I would bring this debate into the light and I also wondered what you might think about it.

Andrew McKenzie, Perth

The Tomb Raider *debate continues and it's obviously a serious bone of contention with you lot as I can't remember ever getting this many letters on one single topic previously. Yes, an extra level pack would be a great idea for us but, being realistic, I can't imagine that Core have any future plans for Lara Croft on the Saturn – although I wouldn't be at all surprised to see her make an appearance on Sega's next machine.*

Shoot the ad men

No wonder Saturn sales figures are poor compared to Sony's – all the prospective buyer ever gets to see are PlayStations! I think the people at Sega should get off their arses and think of some ads – with the likes of *Touring Car*, *Quake*, *Resident Evil* and *Sonic R* on the way, they've certainly got the material to do so.

Dave Wheeler, Southampton

The subject of 'advertising and promotion' has always been a problem for Sega. Although the initial European ads ("Stations are for trainspotters", etc.) were okay, they missed the point by several miles and Sony cleaned up with their better advertising, placement and 'trendier' image. Remember, it was the Mega Drive's image that caused it to sell far more than the SNES in the UK not technical ability and the same, I'm afraid, is true with the Saturn and the PlayStation.

Mean, mercenary, Manga

I have started to collect your magazine and I reckon it is great, so keep up the good work. I am writing to you for several reasons, here is one... I am a very big fan of Manga, so is there going to be any games relating to these films – *Legend of the Overfiend*, *3x3 Eyes* and *Dominion Tank Police*. If so, when will they be released? Also in Issue two, on the inside front cover, it tells you about something or other called *Mean and Mercenary* but what the heck is it, eh? PLEASE TELL ME! 'Cos I will go out and buy it – if you publish my letter, that is.

Daniel Mitchell, Lancs.

PS My Sega Saturn is the best birthday present I could ever have had and your magazine compliments it right down to the ground.

The only Manga-related game I can think of is the Macross *one that's recently been released in Japan – I wouldn't expect that to hit European shores as it's a fairly uninspiring shoot-'em-up, but I agree that* Legend of the Overfiend *would make an excellent, if slightly over-the-top, game.*

From what I can tell, Mean and Mercenary *is a compilation of the best fight sequences from the* Manga *collection, but I wouldn't quote me on that.*

Snippets

In your *Discworld 2* preview (SP04) Rincewind was feeling that woman's arse! Heh heh heh!
John Freeman, Lancs

My friend thinks that *MDK* is twice as good as *Tomb Raider*! Tell him he is a weirdo. Fank you.
B.O.B, Oxon

When I was in Sega World I saw a *Tekken* machine. How did it get there?
Jhed Stewart, Edinburgh

The second issue of your mag was great! It lasted me for ages and I never got bored with it.
B.O.B, Oxon

I think that Richard Ledbetter looks like a cross between Ace Ventura Pet Detective and a freak... what do you think?
James MacDonald, Andover

Is it just me, or do lots of Saturn owners want to gut the people at Core?
B.O.B, Oxon

could have had *Sonic World* from *Sonic Jam* on it?
9) Do you like Suede and Manics – I think they're cool. Also, when I wrote to you before you said Manics were a lot better now they lost "that other...", are young going to tell me what you were going to say or you will die by the sight of a Spectrum?
10) Why can't we have *Tomb Raider 2*?
11) Do you have a PSX and N64?
12) Shouldn't you sack Lisa 'cause she likes the PlayStation?
Charles Reston, Cheshire

1) No.
2) James went to Phoenix, but that's it for the rest of us... we're all too boring – although Dean did make it to the Trowbridge Folk Festival, which (apparently) isn't quite as boring as it sounds.
3) Oh, about now(ish).
4) Far too much for you, young man.
5) What am I, an accountant?
6) £10,000... at least.
7) If you're going to try to be humourous at least put a bit of effort into it.
8) We couldn't, unfortunately. Sega, being funny about that sort of thing, won't give us any demos and would prefer to give them to *Saturn Magazine*, who can only be bothered to do them every few months.
9) a) Suede are terminally dull and b) I meant that the Manics were a lot better since they lost Richie.
10) Just because...
11) Well, all of the team own at least one console and one of them owns two... I'll leave it up to you to try to work out who owns what.
12) No, who'd make the tea and squeak for us on demand?

The best of our ability

I have written to you before asking questions, and sadly received no reply. I take it that you lot just have too many letters to deal with or you're just ignoring my letter (*as if we would - Dean*). Please can you print my letter and answer my questions to the best of your ability?
1) I was in a Sega World before it closed down and saw one of the best shooting games I have ever seen: *Alien 3: The Gun*, and I was wondering if that was ever going to appear on the Saturn?
2) Is *Scud Race* coming to the Saturn?
3) Will *Cyberbots* be on the Saturn over here?
Junior Gordon, Birmingham

1) No chance, matey.
2) I wouldn't bet on it.
3) No.

The son of Sam?

Please, I want you to print this letter please! Please could you answer these questions?
1) What do you think of *Street Racer*?
2) Could you tell me what games I should get, 'cause I have only had a Saturn for a week?
3) Is the Saturn more upgraded than the PlayStation?
4) In your opinion what's better (*you can just tell what's coming, can't you? – Dean*)... Saturns or PlayStations. Thanks for having my time.
Sam Mortlock (no relation... probably), Old Trafford

1) Yeah, not bad at all. Very cartoony but pretty fun.
2) Check out the Top 100, and anything in the Top 20 should be worth looking at – although all of the top 10 are essential purchases.
3) Um, I'm not sure what you mean, but to answer this (and the following) question, I think you'll find that both machines are about the same.

Sucking up

I could start this letter by telling you you're an excellent magazine, but you know it already! Well anyway, I've now done the sucking up bit, so could you please answer my questions?
1) Will *Need for Speed 2* make it to the Saturn because *NFS1* was bloody excellent?
2) *Marvel Super Heroes* looks great but there don't seem to be many characters! Am I going crazy or is this the case?
3) Will *Street Fighter Verses X-Men* be as good?
4) I've played *Shadow of the Empire* on my friend's N64 and I'm afraid to say it's really good (*no it isn't – Dean*). As we're the only format without a *Star Wars* game (ie out of PSX, PC, N64 and the mighty Saturn), is there any chance of one?
J. Sutton, Newbury

1) No.
2) No you're not, there aren't that many but there are a couple of hidden ones and all the characters in the game are brilliant.
3) Easily, if not better... more characters, y'see?
4) Nothing in the pipeline. LucasArts aren't planning anything more for the Saturn so it's unlikely that we'll see anything from them.

Dear SEGA

A new section for our ever-evolving magazine and a bit of a unique one… even the so-called 'official' magazine hasn't ever thought of giving you the opportunity to put YOUR questions direct to Sega. We have! Well, almost. Your searching questions have to go through us and the joys of the e-mail but, to start us off, here's a choice selection of the most asked questions by you lot, answered by a high up representative of Sega Europe; and we'll be doing this section regularly from this month onwards.

Got anything you'd rather have answered by Sega directly? Any gripes or moans, or do you just want to write a message to them telling them how wonderful they are? This is the only place where we guarantee you'll get a reply. Send those questions (limit them to a couple please) to: Dear Sega, Saturn Power, 30 Monmouth Street, Bath, BA1 2BW. So, on with the first batch…

What's happening with *Virtua Fighter 3* on the Saturn?
VF3 is still in development, but there will be no announcements until Yu Suzuki and AM2 decide they are ready.

Can we expect conversions of *Scud Race* and *House of the Dead* for the Saturn?
Although nothing has been officially been announced yet, you can indeed expect to see more Sega arcade titles coming to Saturn.

Please tell us what is the game that the Sonic Team are working on?
Expect an announcement from Sonic Team about their all-new (ie not *Sonic* or *NiGHTS*) game in the very near future. It's great by the way!

What's this Black Belt thing all about?
Internet rumours! Don't you just love them?

Can we expect to see any more Sonic games on the Saturn in the near future?
Its certainly a possibility. But not for a while as there will have been three Sonic games this year.

What advertising are Sega doing this Christmas?
Mass-market advertising - TV, radio, national press, lifestyle press, specialist press, and so on and so on. Also we're doing sponsorship of things like the British Touring Car Championship, inline skating and snow-boarding.

Why oh why is the PlayStation selling more than the Saturn?
There isn't a simple answer to that as we still believe we have the better software. However, Sony are a massive company and have been able to spend a lot more on marketing.

Why didn't Sonic Team do a platform game like *Mario 64* for Sonic?
They wanted to do things like *NiGHTS* and *Sonic Jam*. Maybe they will in the future though.

Come on then, just why aren't you releasing the Netlink over here?
There were a lot of problems with service providers and PAL/NTSC issues. Also, we felt there wasn't enough software support and we don't want to repeat past mistakes.

Thanks a bundle

Please could you answer the following obligatory hard-to-answer questions…

1) How can you guys justify giving *Street Fighter Alpha 2* 88% in your Top 100 section? This game is a masterpiece and deserves a 90%+ easily!
2) Is it true that Sega are holding back the release of *Virtua Fighter 3* on the Saturn for a version on their mystical Black Belt system?
3) I liked your feature on Japanese gaming, will you be doing any more features like this in the future?
4) Do you know if Sega will be releasing any more retro compilations like *Sega Ages*, as I thought the games on the first one were brilliant?

Thanks a bundle
Gavin Evans, Haverfordwest

PS Is there any chance I could do some game reviews for you? I currently write games reviews for my local paper and would love to do the same for your 'Speak Your Brains' section but I don't live anywhere near your offices in Bath. Thanks!

1) We (well, I) thought it was not a huge improvement over the first one. Even thought James has tried to convince me otherwise, it's only our opinion at the end of the day.
2) That's not something that I've heard.
3) Oh yes. Expect more like very much that in the extremely near future.
4) They have in Japan, but at least you've got *Sonic Jam* to keep you going until another one shows up over here.

PS You don't have to trek to Bath anymore to get get involved with 'Speak Your Brains'. Just write out a review – about 100 words will usually do the trick – of the latest Saturn game you went out and bought or played, and send it in to us with a photo… then leave the rest to us.

Ghosts in my memory

Since I purchased your *Saturn Power* magazine I cannot get over the amount of total information you give to us. I have not seen any of this in any other mag and I have read them all. No amount of questions I have are unanswered.

Please keep up the good work and may many other readers pass on the word. Please will you answer my following questions…

1) I accidently discovered an 'options plus' on *Virtua Fighter 2*. Has anyone else?
2) Will there be a snooker or pool game coming out sometime on the Saturn?
3) On my memory card, *Daytona USA CCE* shows up a separate memory line of *GHOST 965*. Why?
4) Will there be a *Tilt! 2* shortly?

Don Foxby, Merseyside

1) Oh yes.
2) Sadly not.
3) That'll be the ghost mode. Saved so that you can replay your best laps and, of course, humiliate your friends with them.
4) No.

Heard it all Before

This is the part of the magazine where we arm you, the reader, with the ability to put your mind into a favourable gear before writing to us or wasting our, oh so valuable, time on the phone. Scanning quickly through this list of the most common questions we get asked constantly should eliminate a lot of the duplication we unfortunately receive… okay?

Can I have a cheat for…

No. Bit of a phone one, this. Writing in will obviously help you loads as we promise to answer as many questions in the magazine as space and our brains will allow, but we refuse to answer any questions over the phone that start with 'I need some help with *Tomb Raider*'. Ever.

What's best: PlayStation or Saturn?

Neither. Both have an excellent range of software available for them and both are owned by hundreds of thousands of people. Now we'll have no more said about it, eh?

I tried to get your cheat for *Mutant Headrush/Pantflip and the Dishwasher Trilogy/Whatever* to work and it doesn't.

It does. All our cheats are checked to make sure they work before we'd even dream of printing them. If you can't get one to work it's because you have sausages for fingers and creamy old mashed potatoes for brains.

When's Saturn 2 coming out?

You mean Sega's next machine? We've heard mutterings that people have already started development for it and it'll hit the Japanese shops in Christmas '98 at the earliest.

Will they release *Virtua Fighter* on the Mega Drive like they did *Virtua Racing*?

No. You've got *VF2*, what more do you want? And we've stopped taking letters and phone calls about Mega Drive stuff because there isn't any.

Can you tell me why there aren't any more Mega Drive games coming out?

Because evil Sega and the rest of the money-grabbing corporate slime won't spend any time developing new products. Which leads us nicely onto…

Is my Mega Drive really dead?

Yes, and we finished all that guff off in the last issue of *Sega Power*. Sorry, and all that.

My friend says I'm a spaz because I own a Saturn…

No, your friend is a spaz and probably a jealous one too. He was probably picked on four years ago when he had a Spectrum and his trendier friends had Mega Drives. He tried to convince them that it had a pulse. Now he's decided to take it out on you. Ignore him.

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POWER TIPS

Do you realise that some people can go for years on end not getting the full value from their gaming investments simply because they're missing one simple move? Doh! The tips in here, including the concluding part of *Swagman*, and problem panning guides to *Resident Evil* and *Last Bronx*, are far more complex than that. We've also chucked in *Iron Storm*, *Space Jam* and much more…

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Swagman 15

POWER TIPS

Brrrr, the winter's rounding on us at a rate of particularly vicious knots. But the cooling influence of the weather is nowhere near as cool as the following acres of hints'n'tips. If you're stuck on a game, or you have a tip, cheat or guide to share, then send it into: *Power Tips, Saturn Power*, 30 Monmouth St, Bath, BA1 2BW

Cheats and Hints

BUST A MOVE 3

Reach another world

To reach another world in the game, press the following: A, Left, Right and A when you're on the title screen.

DIE HARD TRILOGY

Ride in the Baby Pram!

To get the Baby's Pram, first progress 68% of the way through ***Die Hard: Vengeance*** to the level that features the rain effects. As soon as you start to turn 180 degrees, a cop car should go speeding past.

Follow it. Your indicator'll show a blue arrow indicating the car's present direction. Follow it and you'll find a car park with an extra life, a time bonus (you'll need it by the time you get there) and the pram. To get in the pram just do what you normally do when you want to change vehicles. Now you can ride, baby ride!

LAST BRONX

Jump Out of Ring

Climb onto the fence (do a back-flip with your back to the wall) and then just press: A, B, C and the Right shoulder button.

Taunt

To achieve a taunt, press: Down, Down-Forwards, Forwards and the Right shoulder button.

Remove pause menu

Pause the game and then press: X, Y and Z.

Hidden message

Using an audio CD player, play track 3 on the disc.

Select Win Poses

Hold Punch, Kick or Guard after knocking out an opponent.

Fight a Metallic Version of your Fighter

All you have to do is to play in arcade mode and finish with the fastest time for your character.

ALBERT ODYSSEY

Solve the Crazy Doors

When you're trying to defeat the four towers in order to gain entrance to Fargasa, most of them are fairly easy.

However, the Western Tower (the one with Krishna in it) is full of looping doors. If you want to get to the second floor, you should enter by the lower right door which puts you in a dead-end room.

Leave this, and you'll find yourself in a small room with doors to the north and south.

Although it looks like you just left by the northern door, turn around and go back in. This puts you in a new room with the stairs. The rest of the tower is easy.

SPACE JAM

Can you help?

SCORCHER

Can you possibly help me with my new game, *Scorcher*?

I've finished all the courses but haven't found any extra tracks or new modes of play. Do you know of any?

Philip, Millington Glasgow

THREE DIRTY DWARVES

Are there any cheats for Three Dirty Dwarves ? I can't finish the later stages to save my life. Just some passwords would be helpful.

Paul Harries, Watford

Cheat of the month

SATURN
BOMBERMAN
PRESS START BUTTON
© 1997 HUDSON SOFT

SATURN BOMBERMAN

Well done to Jake Simmons of Cardiff, who has won a spanking brand new Sega Saturn game for supplying us with these rather nifty cheats for *Saturn Bomberman*.

Extra Lives

If you start up *Saturn Bomberman* at any time between 10:00 and 11:00am, you'll start with 6 lives instead of 3.

Maximum Power-Ups

To choose your starting level where you'll begin with maximum power-ups, enter one of these commands on the Title screen:

STAGE 1. L + R + UP + LEFT + A
STAGE 2. L + R + UP + LEFT + B
STAGE 3. L + R + UP + LEFT + C
STAGE 4. L + R + UP + RIGHT + C
STAGE 5. L + R + UP + RIGHT + X
STAGE 6. L + R + UP + RIGHT + Y

Extra Characters

To access two extra characters and an extra hard opponent setting, go straight to the 'Match Play' screen. Then press and hold the Left and Right shoulder buttons for a few seconds. You should now get Yuna and Manto and both of them with come ladened down with all those special abilities.

Character select
1 PLAYER
YUNA

Cheat Screen
At the title screen, enter the Options menu then return to the title screen and highlight Options. Finally, hold the Left and Right shoulder buttons, X, Y and then press C. A cheat screen will now appear.

IRON STORM

Cheat codes

Control the Dinosaur
During the eighth opening demo when the dinosaur appears, press: X, Y and Z on control pad 1, this should make the screen pause. Now press the direction pad and the Left and Right shoulder buttons to change the view point.

Multi-Player Campaign Games
Start a campaign, then select music from the Options. Set the BGM to 5 and listen to all the sound effects. This lets you have multi-player campaign games and also lets you win every time!

Debug Mode
When the status screen appears showing the date before your turn begins, press: Up, Down, Up, Down, L, A, Z and Y. You can now Make/Allocate units on any hex, not just the ones adjacent to your territories. With this trick you can easily defeat the computer.

BLAM! MACHINEHEAD

Cheat Codes

The following codes must be entered at the Password screen.

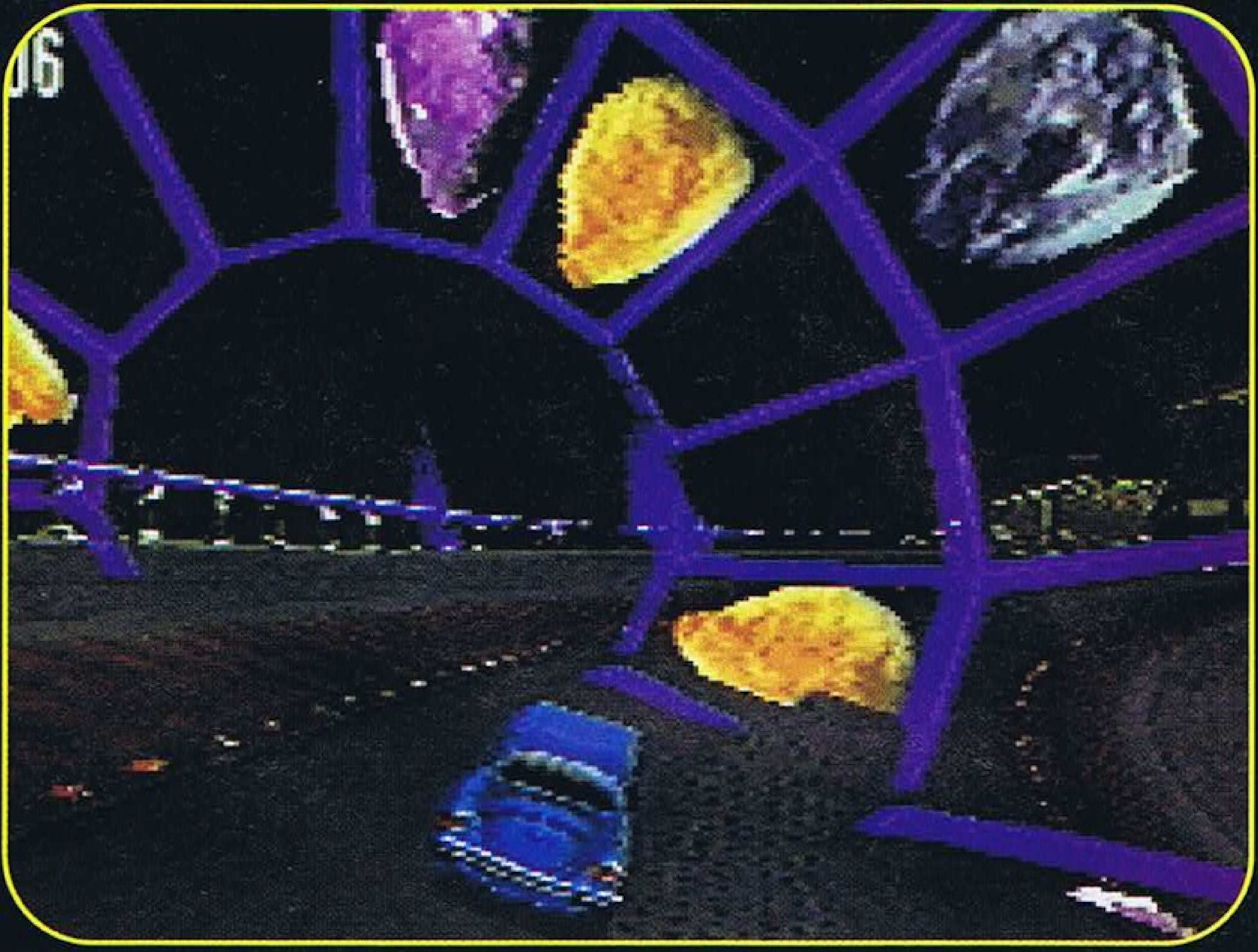
Effect -	**Password**
Enable All Cheats -	RDS-K KSGDB GD-SR
Remove All Cheats -	ABCDE FGHIJ KLMNO
Infinite Energy -	HMEHM HSD9D MDQFX
Infinite Weapons -	HMEHM HSDVD -ONMR
Level Select -	KDUDK 9RDKD BSHNM
Ghost Mode -	GHOSTMOD-EON

Level Passwords

1.2	Q58NM LDZCQ 4HWGE
1.3	TDM75 UH80T XO6BE
1.4	VO1PP JCP6V H4ULJ
2.1	OF20F OHX8Y OE95W
2.2	42W3T JGK-P 5J5H7
2.3	VR4T2 6EZDS SHCMM
2.4	1NBCX CXVI9 PA3KI
2.5	ZFOXD Y5KXJ Q2NGZ
3.1	2XVSD AHO3J S2MF-
3.2	WOJ8H 3Y8-D -7FRU
3.3	THYDH OMZDU 3CZFK
3.4	1SOJ3 130BP V2MW8
4.1	YCTS6 PUUKS 28SD1
4.2	Q29LH UDUY4 21FSD
4.3	WS7Y6 HQPIW BOFGK
4.4	2RHK4 RB9RU Z1IT2
Ending	UP405 C42RI 2MP3P

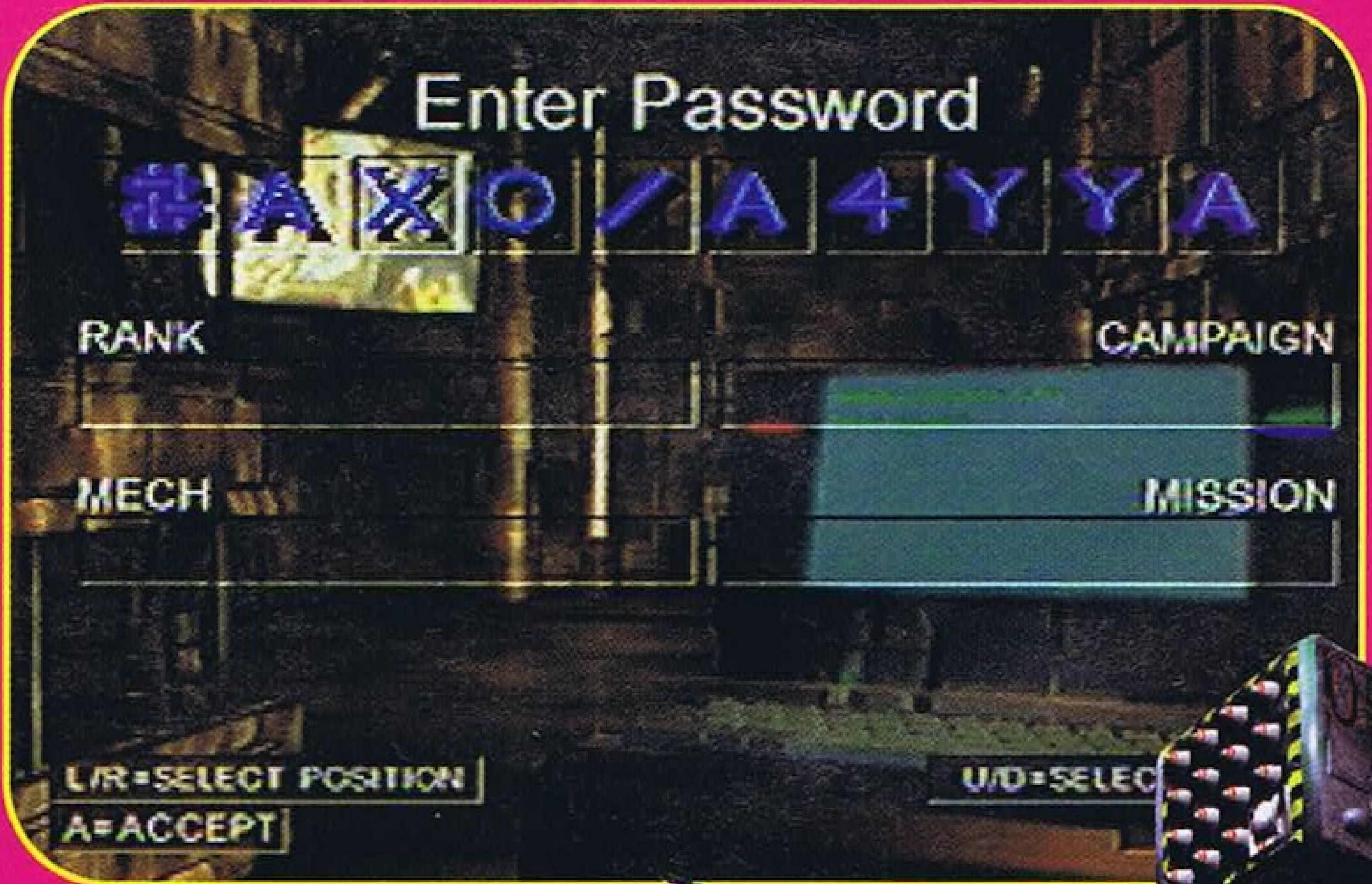
NEED FOR SPEED

Every Car as Fast as the Lamborghini!
Choose the Las Vegas course when you're in Rally Mode. When you pick your car, press the Left and Right shoulder buttons and keep them held down. Now change your view to the furthest away and take your displays off. Race as far as the roadworks, then turn your displays back on. Whichever car you've chosen will now be able to go as fast as the Lamborghini. Please note this trick only works in one player mode.



Sorted!

MECH WARRIOR 2



This month, Danny Blake of Croydon has won the honour of receiving the mysterious "Sorted" package for sending in this helpful little bundle of nuggetts for Paul Luther of Cardiff who was having problems with *Mech Warrior* 2.

Effect	**Password**
Unlock All Missions	**T<XO/AXA<=**
Extra Weapons	**T#XO/AX<<<**
Extra Heat Sinks	**#XXO/A4>Y+**
Elemental Chassis	**T/XO/AZ<#***
Tarantula Chassis	**#/XO/A4<LY**
Continuous Throttle	**#AXO/A4YYA**
Invincibility	**##XO/A><UZ**
Unlimited Ammo	**TOXO/AX>TU**
No Weight Limit	**#OXO/A>>O/**
Jump Jets (all mechs)	**#YXO/A>YOL**

Q+A

Send In all your gaming queries to the usual *Saturn Power* address and we'll do our absolute utmost to answer as many as possible. Naturally the questions accompanied by five pound notes will receive the highest priority treatment!

FIGHTERS MEGAMIX

FIGHTERS MEGAMIX

I saw your guide to *Fighters Megamix* in *Saturn Power* issues 2 and 3, and it was absolutely brilliant. But apparently there's a hidden game and two more characters to play with. How do you access these?
Sandy Taddleworth, Cheshire

Thanks for the kind words Sandy. You're right, there is indeed a hidden game and a couple of extra fighters for you to play as follows:

To access Meat, let *Fighters Megamix* load up, and when the title screen appears turn off the Saturn. Do this thirty times. Now when you go back to the Character Select screen, highlight Kumachan (the bear) and press X to play as Meat.

To access the Palm Tree, play for 85 hours (refer to the Book Keep option), then highlight Kumachan and press Z.

To access the hidden game, complete courses A-H but don't bother completing course I. Then go to the Training Mode. Get over 1,000 OKs. Next, go to the last track and press the Left shoulder button for a matching icons hidden game. New pictures for the Portraits Option are, to be honest about it, now yours.

JOHN MADDEN FOOTBALL 97

I've bought nearly every *Madden* game available on every format. If you don't believe take a look at my bank balance! I have codes for every version except the newest and best release so far - *Madden NFL '97* on the Saturn. Can you help me please?
Graham Dalzell
Stockport

OK then Graham. Here's a few more to add to your collection!

Secret Teams
At the Select Team screen, press and hold Z then press X, this will select a random team. If you press it often enough, secret teams will appear.

View FMV's
Enter the CD player screen and undertake a 'Start Application'. If you hold down the Right shoulder button while it's loading, you'll get a video player that allows you to view all of the FMV's that are included with the game.

Secret Team Select Tip
If you're having trouble getting the secret teams - highlight the '82 Dolphins or a team nearby, then hold Z and press X. Your chances of the code working are now improved beyond your wildest fancies.

Tirburon Code
After starting a game, enter Tiburon as a user/player name to gain access to all the secret teams.

Create Player
After you give a player his name, height and weight, go to the attributes screen where the points number usually isn't enough to create a good enough player. The solution is – cancel from that screen and go to the position moving it one space to the right or left before moving it back and hitting C. Repeat this until you get a satisfactory amount of points.

ALONE IN THE DARK 2 - JACK IS BACK

I've been playing *Alone in the Dark 2 - Jack is Back*, on the Saturn using a guide for the PC version. I have now come to the part in the game where Grace is placed on the pirate ship, but for some reason I can't get her to leave the garden. Please tell me, what am I doing wrong?
Nick Stonebridge, Woolwich

This is a new part that was added to the Saturn version (the PC version placed Grace straight onto the pirate ship... tooooo easy!).

She appears by the anchor statue - from here you need to walk towards the house and examine the car. Position her by the boot and keep trying to open it. It will take quite a few attempts to position her correctly, but when you do a man will open the front door.

Doing this prompts Grace to climb inside the car. Next, collect the billiard ball. The man will get into the car and drive beyond the guarded gates and into the garden - park the car and then leave. Grace will leave the car at this point, returning to your control.

She must first collect the hook by the three pirates standing in the summer house. To do this, walk slowly towards them across the grass while they're looking the other way. After collecting the hook, walk back to the car - taking exactly the same route.

This might take a few attempts before you find the best path. Now, with Grace back behind the car, walk to the left and into the trees. Between the trees is hidden a putting green - putting the billiard ball into the hole will reveal a statue by one of the trees.

Walk up the statue and use the hook on it. This makes a pirate jump out from the tree, the pirates capture Grace and carrying her off. Voila!!

KING OF THE FIGHTERS '96

After reading your import review in *Saturn Power* Issue3, I went out and bought the amazing *King of the Fighters '96* on Japanese import. (I wasn't about to wait a year to play the official version!) Do you have any cheats for it, or is it too early?
David Sandleworth, Uxbridge

We've got a couple of cheats for KOF '96, but there'll doubtless be dozens more revealed over the next couple of months:

Boss Code
On the player select screen, hold start and press: Up, Y, Right, A, Left, X, Down and B.

Watch the Endings
Just beat the game with a team on any difficulty setting. For this to work, you have to play the whole game through. Loading a saved game won't work. The endings menu will now appear in Options under 'Demo Select'.

ACTION REPLAY CODES

LAST BRONX

Master Code
F6000914 C305
B6002800 0000
Infinite Energy Player 1
160747F4 0090
160747F6 00DF
160747FA 00DF
160921E8 0090
No Energy Player
160747F4 0000
160747F6 0000
160747FA 0000
160921E8 0000
Infinite Energy Player 2
1607480C 0090
1607480E 00DF
16074812 00DF
1609220C 0090
No Energy Player 2
1607480C 0000
1607480E 0000
16074812 0000
1609220C 0000

Infinite Time
1606CBBA 06E7
1609D9AE 06E7

Spot Goes to Hollywood

Master Code
F602ADD4 C305
B6002800 0000

Infinite Lives
160694C2 0009

Virtual-On

Master Code
F6000924 FFFF
Unlimited Energy Player 1
16032CF0 0300

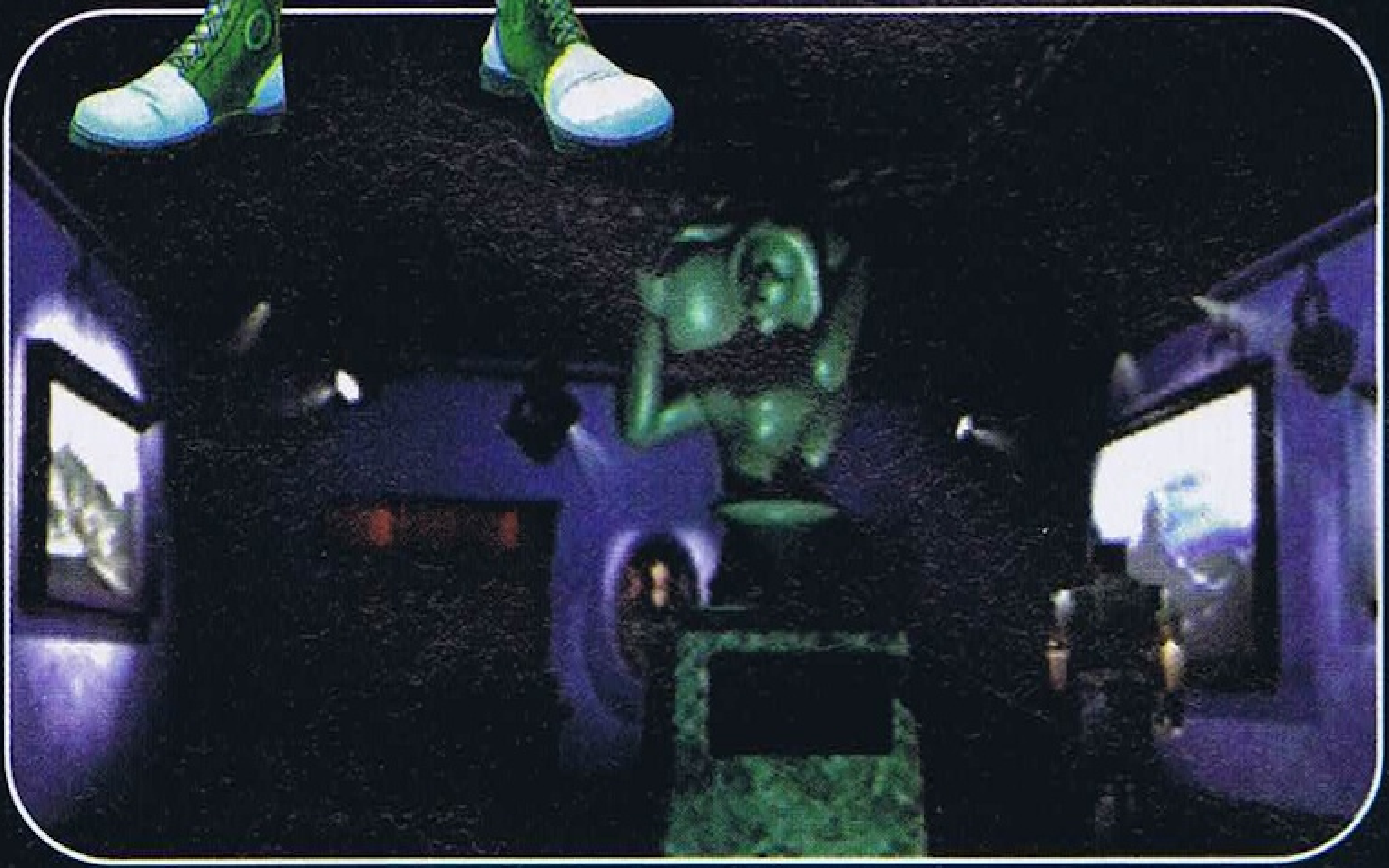
Resident Evil

Six whole pages of tips to lead you through the mind-capturing, life-damgaging which is the rip-snorter they call *Resident Evil*... erm... hehehehe!

Don't be a girl, play the game as Chris. Because a) it's more of a challenge and b) it's better as you get to see more. When you start in the dining room go through the door by the fireplace to the hallway. Then turn left and walk around the corner. After the zombie has turned to face you run. Run like you've never run before and retrace your route to the entrance hall.

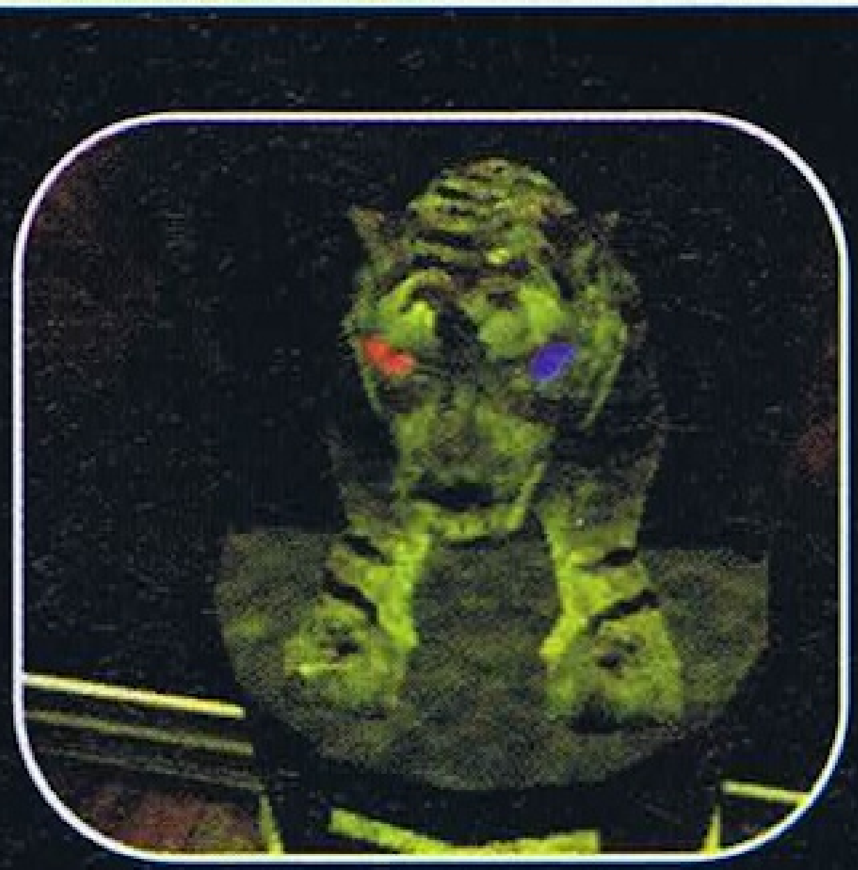
You're safe here for the time being, so take your time and pick up the ink ribbon from the typewriter and Jill's Berretta from the floor past the stairs. Now that you're fully tooled up (well you've got a gun which is a damn sight better than a bloody knife) go back to where you met the first zombie. If it's still there (hey it might have something better to do) do 'im. Then examine the body a few times to get the two clips. You'll probably realise that there is no way you can help this guy so go back to the main entrance hall.

Open the blue double door and walk around the statue. Move the stairs so that they line up with it and climb them to get the map from the statue. Then move the chest in the same room and walk into the small room. Around the corner is a zombie on the floor and there are three ways of getting past it. The first is simply to shoot it in the head, but this wastes valuable ammo. The second is to walk over it so that it bites your ankle. Then you get to kick its head off.



Alternatively, and more sensibly, walk to the wall and edge your way past it. It's possible to get around it without disturbing the hell-fiend. Then get the ink ribbon from the shelves and return to the main entrance hall.

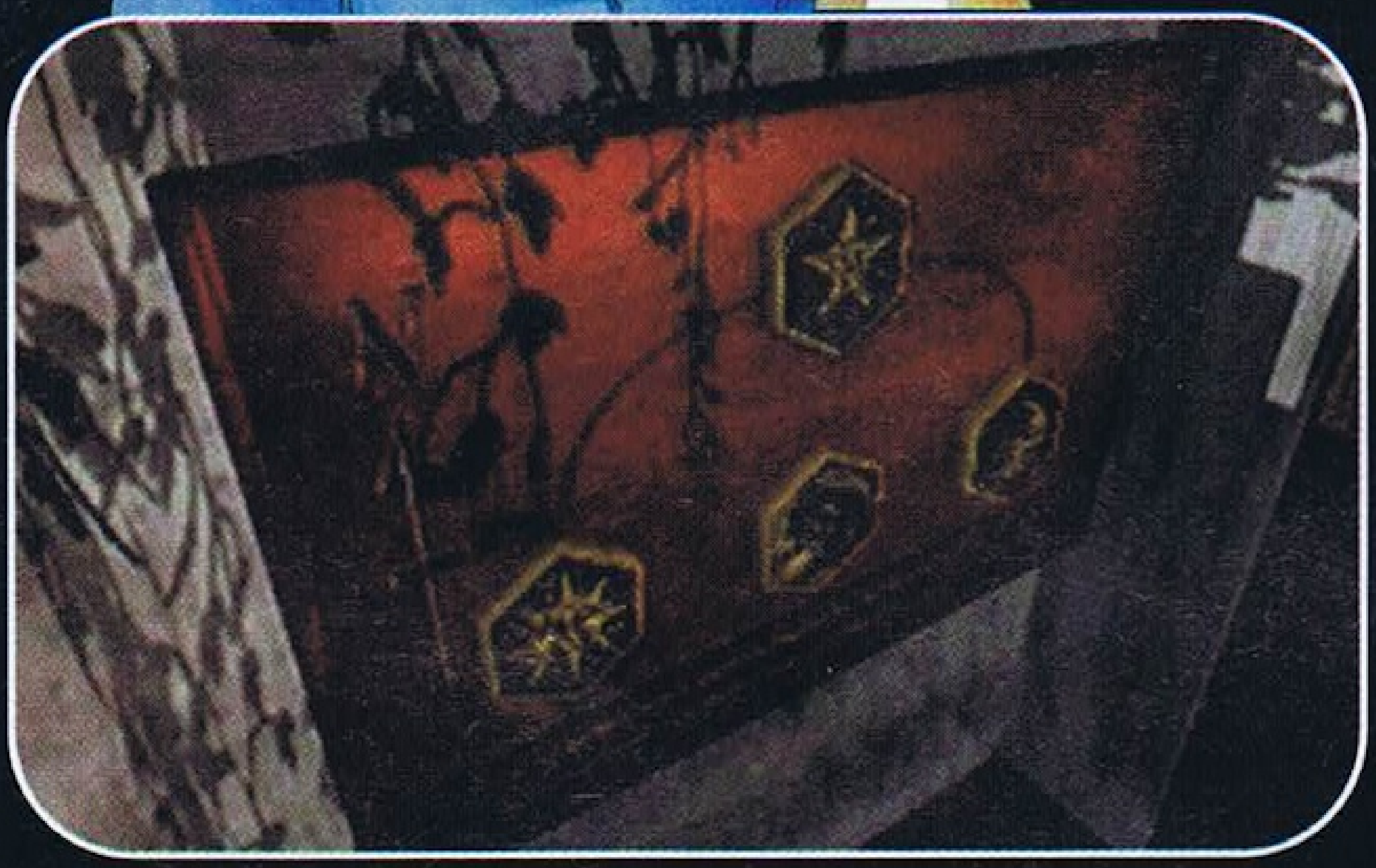
Go up the stairs and turn right at the first corner. Now go to the door at the far end of the passage (you'll just be able to see the blue doors below it) and get a small key. Go down the hallway to check out Forest on the terrace and get a clip. Now get the hell out of there sharpish before the crows start to take an unhealthy interest in you.



本の中にメダルが入っていた

Now go to the opposite side of the upper level, above the dining room, and blow the two wandering zombies away. Then walk down the right hand side and push the statue so that it lines up with the gap in the rail. Then shove it over the edge. Go back down the stairs, into the dining room and pick up the blue jewel from the debris. Then head back up to where the statue was and walk through the door at the other end.

Now it's time to get messy. There are three zombies here that need to be introduced to the nasty end of your gun. When they've been dispatched, go down the stairs. There are more zombies here but if you're quick you can run to the door under the stairs on the left. Go through it. You'll meet the charming Rebecca in here as well as getting some clips and the sword key. While you're here, store the knife and the small key in the box and save your game.



Right then twinkle-toes. Let's go. Run out of the room and down the corridor. At the end of the hallway turn left and run to the end again. You're going to have to wade through a few zombies but you've got plenty of ammo, so get close and let them have it. Go to the short hallway and enter the tiger room. Use the blue jewel to get the wind crest. Run across to the small bedroom to get a clip and examine the desk.

As in all great horror movies you're in for a shock. As you examine the desk a zombie jumps out of the cupboard. Do 'im quick. Pick up the keeper's diary and, if you have two spare slots, the shells as well. If you only have one slot, leave them there, you can get them later.

Leave the room and head up to the bar room. Walk around the grand piano and push the case by the bookshelf to get the music. Rebecca will turn up, give the music to her. Instead of listening to her go back to the dining room. Get the emblem from the fireplace and walk to the entrance hall to save your game.

Go back to the bar room and walk through the secret door, making sure you have an empty slot. Take the gold emblem from the secret room and replace it with the one you got from the fireplace. Put this gold emblem into the gap above the fireplace in the dining room and get the shield key from behind the clock. Walk through into the entrance hall and through the blue double doors. Go to the door on the other side and unlock it, you can now safely get rid of the sword key.

Run like hell again to avoid the dogs as they burst through and get to the doorway around the corner. Now you can take a bit of time to shoot the dogs as they come towards you. When they're dead move the chest to get another clip. Move back to the winding hall and get the green herb.

Unlock the door next to where you came in but don't go through it. Instead go down the hallway and open the door at the corner, leading into the bathroom.

Drain the bathtub to get the small key, and leave (you never know who was running the bath). Go to the end of the hallway and through the double doors. There will be a couple of visitors here who will need a good seeing to. Run to the end of the hallway and go through the door on the left to the crow's gallery. Examine all the pictures and press the switches in this order: Newborn, Infant, Lively Boy, Young Man, Middle Aged Man, Tired Old Man and then the picture at the end. You will now get the star crest.

In the hallway go into the grey door in the middle. Blast the zombie and get a green herb. Go into the storeroom and get the other crest, then save. Go out to the back hall and go through the door on the right to a side passage. You'll be attacked by a dog but should be able to handle it with few problems by now. Place the two crests in the panel at the end of the passage. Take the chemicals from the storeroom and go to the area with the tiger room. At the end of this L-shaped passage is the greenhouse. This is where the fun really begins. If you thought the zombies were rough, just wait until you see what's in here.

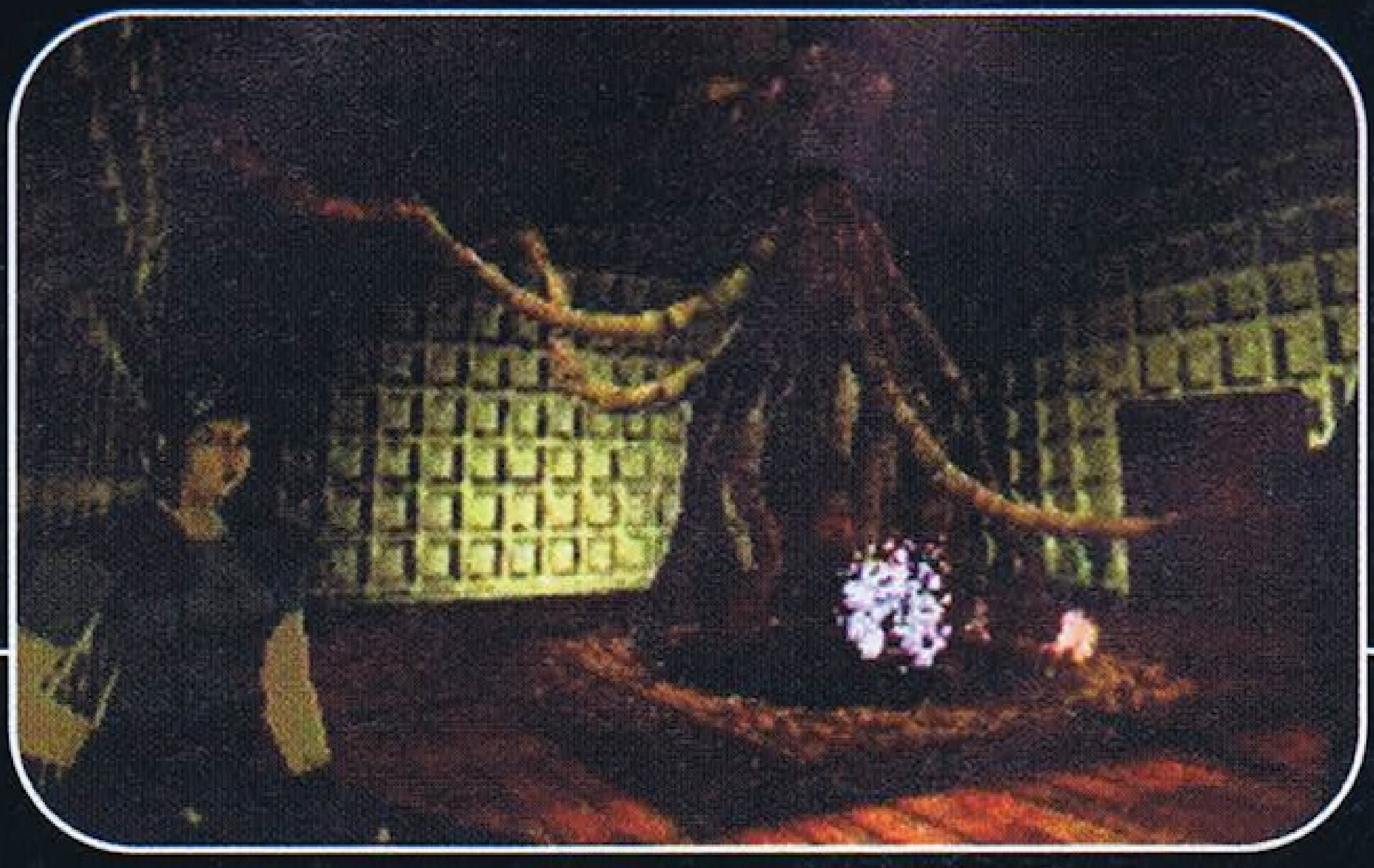
THE MUTANT PLANT

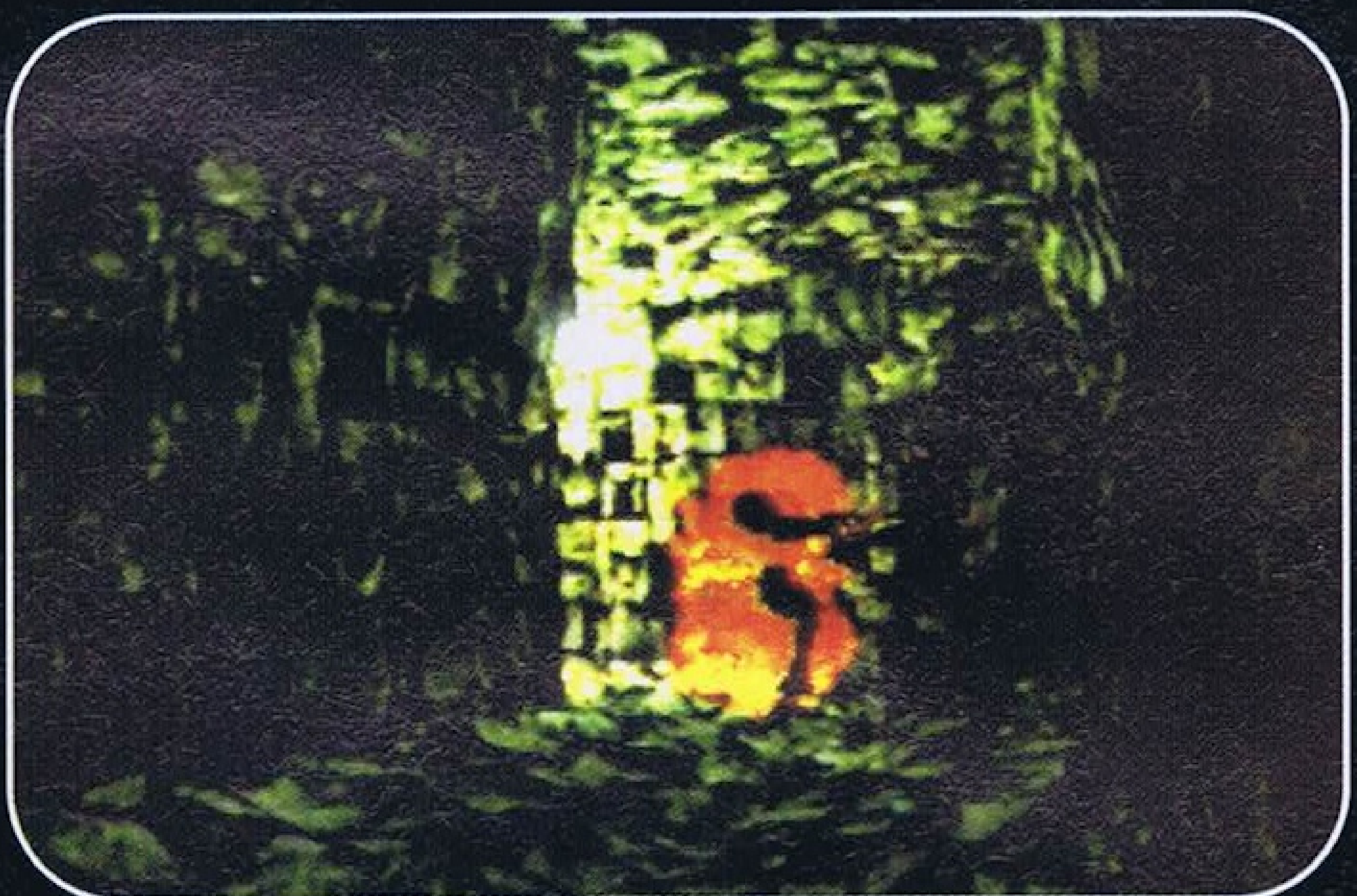
Use the chemicals on the pump to kill off the mutant plant in the pool. Go behind the plant and get the armour key. If you're feeling a bit unhealthy then use the herb to sort yourself out. Come back here if you ever need more health. Time to leave. Go through the next door and dispose of any zombies that may lie in wait for you. Then walk through the door immediately to your right. From here you should pick up the broken shotgun and the clip, and use a small key to open the desk and get the shells.

Go back to the winding hallway (the one with the bathroom) and enter the room opposite the double doors, go through to the living room. Make sure you have the broken shotgun and one space free in your inventory. Pick up the shotgun on the wall and replace it with the broken one. Let's rock.

Go back to the main entrance and through the double blue doors. There is a zombie here so deal with him. Let him get close if you're feeling brave and want to save ammo. Use the small key to get the shells. Go down the hall to the mirror room and either kill or avoid the zombie. Get the ink ribbon and the herb if you need it. Go upstairs and to the right again. Go through the first door you come to and show the two zombies how your new shotgun operates. Open the double green doors and push the statues over the circle grates in the floor. Use the switch to open the show case and get the sun crest.

Run to the end of the U-shaped hall and open





the small library door. Get the botany book and file it. Now go out the opposite door and deal with the two zombies waiting for you. Go through the door in the middle of the hallway and kill the zombie inside. Go to the office at the top and examine the insect display, hit the switch to drain the aquarium. Push the aquarium to the right and move the cabinet towards it. You can now get some extra shells and while you're here you may as well get the researcher's will from the desk.

At the opposite end of the Antler room there is a small bedroom with a lighter. There are also some more shells and a red herb. Leave the Antler room and go to the end of the hall, through the blue door. Use your newly acquired lighter on the fireplace to see a map of the second floor. Go back out and go downstairs to the storeroom. While you're here get all the shells you can and restore any lost health. Go back upstairs to the U-shaped hallway and go through the only door that you haven't tried. Go down the hallway and examine Richard. Another one bites the dust. Get his spare clip. Go through the next door and kill the zombie.

Go upstairs and unlock the door but don't enter it. Drop the shield key here. Go back downstairs and down the narrow hallway. Use the lighter on the candles to show up the secret room behind the case. Move this case to get some shells from the small room. A clip is also in the main room for you. Go back to the short staircase and go through the unlocked door. Walk around and you'll be attacked by a snake. Start to shoot it and eventually it'll run away. Search the hole that it came from and you will get the moon crest. Get the shells from this attic and leave. You'll pass out from the poisoning but don't panic. You'll wake up in Rebecca's room.

Get the two crests and go to the outside passage. Put the crests in the panel. Now is the time to get serious. Store everything but your guns and ammo, it's all you will need. Go through the door and push the stairs towards the shelf. Go up them to get the square crank, there's also a small key on one of the barrels. Open the double doors and kill the three dogs. Look at the map of the garden and then go through the gate at the other end

THE GARDEN

Walk around the pool and use your new crank on the square hole. The water will drain and reveal a passageway. Go across the passageway and run like hell for the elevator by the garden map. If you're too slow the snakes will get you. Go down in the elevator and kill the dogs that await you. Go through the gates and kill the next batch of dogs (what is this, Crufts or something?).

When they're all dead go to the guardhouse. Push the statue down the hall and cover the hole. The first door on the right is a save room where you can save your game and store the square crank.

Go into the opposite door and kill the two zombies. Go into the first door and drain the tub. Get the control room key and explore the bedroom to get a red book, a key and some extra shells. Store the red book and go to the door in the area where you moved the statue. Go further down the doorway and into the first door. Run down the passage by the wasps nest and get the dormitory key two. Leave the room in a hurry. Go down the hall to room two, discard key two and get the herb behind the statue. Enter the room.

Behind the first door there is a clip and a zombie. You should leave the clip for now. Go into the other room and get the map, the Plant 42 report but leave the shells. Push the cabinets aside to reveal a ladder. Descend to the lower passage.

To make a bridge across the water, push the three crates into it. Then go through the double doors. Run. Fast. Very fast. Very very fast. Very ver... well you get the message. Sprint around to the other side of the room, avoiding the fish, to get to the control room.

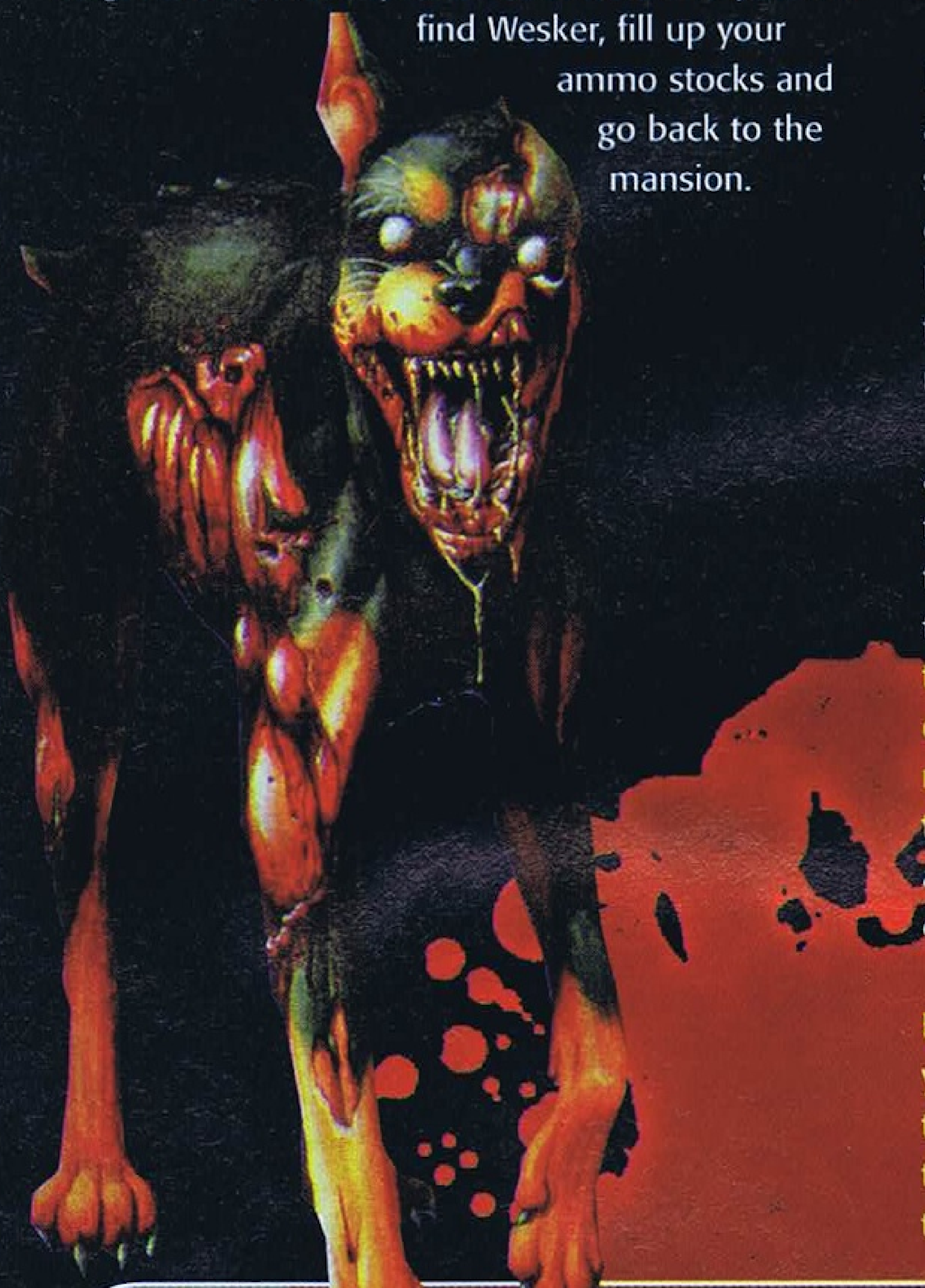
Discard the control room key and flip the lever to drain the rooms. Use the button next to the door to open the weapon storeroom next to the control room, then enter it. Get the dorm key three along with any clips and shells you can carry, but make sure you leave one slot empty. There is a small key in the corner of the room opposite this one.

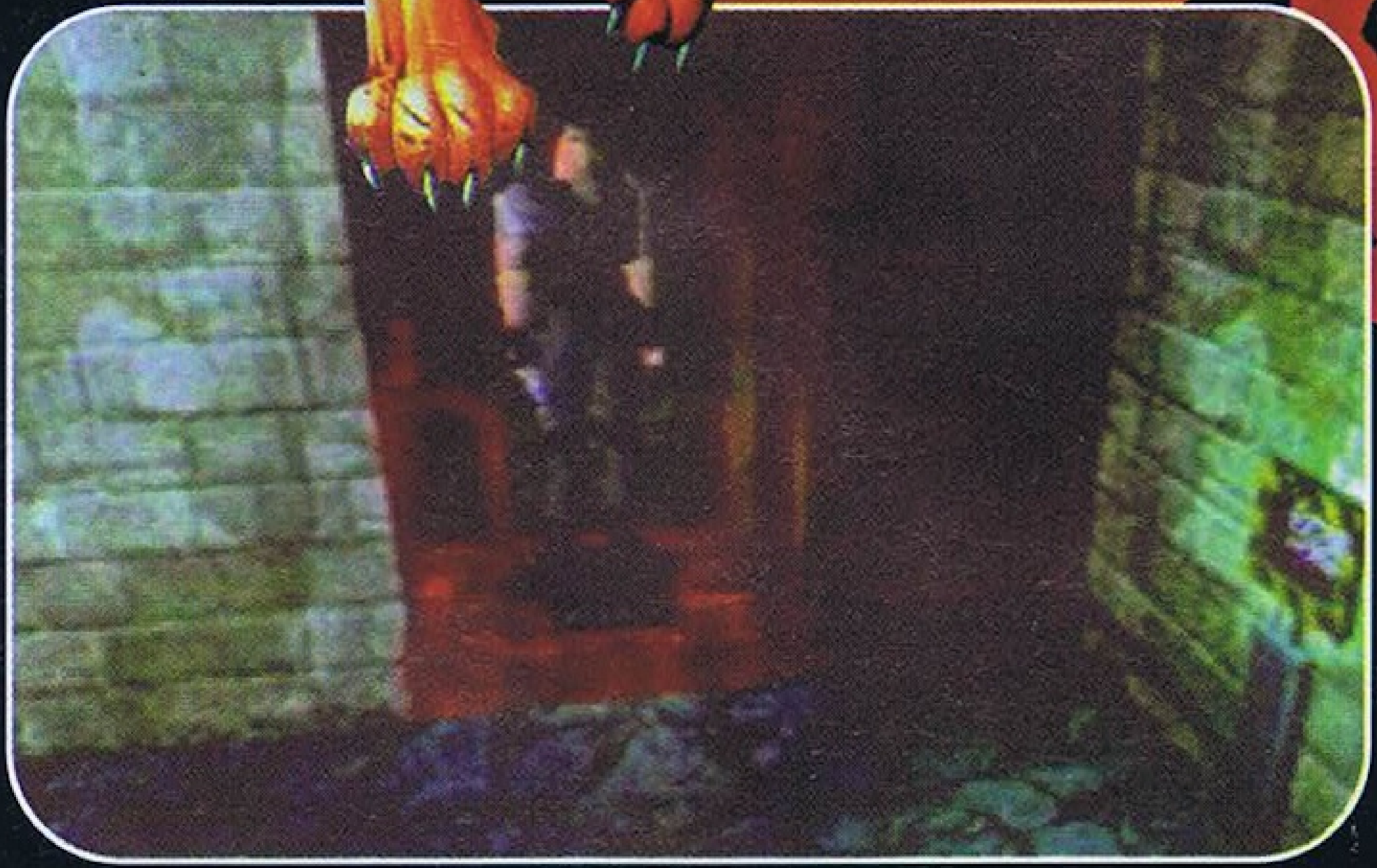
When you have all you can carry go back up the ladder. Look at the sharks and collect the ammo that you left in the rooms up here. Go to the guard house hallway and go through the double red doors. Use your shotgun on the giant spiders. There is a blue herb near the entrance to the guardhouse in case you get poisoned here. Take it. Get the ribbon, the clip and look at the pool table.

Take the red book from the save room and take this opportunity to fill up your ammo reserves. Go back to the room with the wasps nest and enter the third door. Then discard key three. Go

into the bathroom and kill the zombie. Get the clip on the floor and then go back to the bedroom. Use the key on the desk to get another ink ribbon and save your game. Walk to the bookcase and use the red book to replace the V-Jolt Report.

The other cabinet in the room will move. Go through this new door. Say hello to Plant 42. John Craven's nightmare or what? Stay to the side and run past it. When you see a trail of white it will drop and you can loose off a couple of rounds. Then you'll have to run again. Go to the fireplace to get the helmet key. Get out of here and you will find Wesker, fill up your ammo stocks and go back to the mansion.





THE HUNTERS

Say hello to the Hunters. Do one of them and enter the first room on the right using the helmet key. Go to the desk and use the switch to turn on the light. Search the desk and get some magnum rounds. There is a Doom book here too but leave it if you don't have that much space left in your inventory. Go through the grey door that leads to the storeroom. Read the note that's behind the stairwell and enter the room. Store those magnum rounds in here.

Go to the hallway where you saw the first Hunter and go through the double doors. Here's another Hunter. Treat with the same respect you showed the first, in other words, kill him. Carry on down the hallway and open the wooden door. Run the entire length of the hallway to avoid the two spiders that are waiting for lunch. Go to the main entrance and head upstairs.

Go to the long room above the dining room and shoot the Hunter. If you're quick you can run that way to avoid the second Hunter. Go through the far door and deal with the next group. When they're dead move around the stairs and go through the first door on the left. Pick up the orders and the shells but leave the magnum rounds unless you have more than one slot. Use the switch next to the door and examine the head above the fireplace. Push the stair in front and climb up it to get a red jewel.

Leave this location and go downstairs to lend Rebecca a hand. She'll be more than grateful and you'll be a hero. Go to Rebecca's room and use the ink ribbon. Go to the end of the hall to the tiger statue room and use the red jewel in it to get the Python. There is some health in the greenhouse if you need it.

Go back the way you came and go to the storeroom near the outside passage. Get the Colt and go upstairs. Use your new toy on the Hunter. Go to the end of the long hallway and into the room with a fireplace. Kill the zombies and go to the next door. Unlock it and get rid of the helmet key. Here we go.

Touch the piano to activate the snake room, kill it with plenty of rounds. Check your inventory for the shotgun and drop down the hole. Once you land, go to the gravestone and use the switch to open the trap door. Go down and kill the two zombies that are waiting for you. Get the shells that the first one guards. Then go to the far door as fast as you can.

If you're in need of health you can wait for the two zombies to stop eating each other and kill them, unblocking your path to some more herbs. Move to the kitchen door. In here there is a small key on the counter and a dying zombie near the elevator. To save ammo let it bite you, then give it a good shoeing. Go up in the elevator. Take out the zombie at the top of the shaft and head off in that direction. Go into the closet and get some spare shells and a battery. Leave the battery but save a slot for it for later.

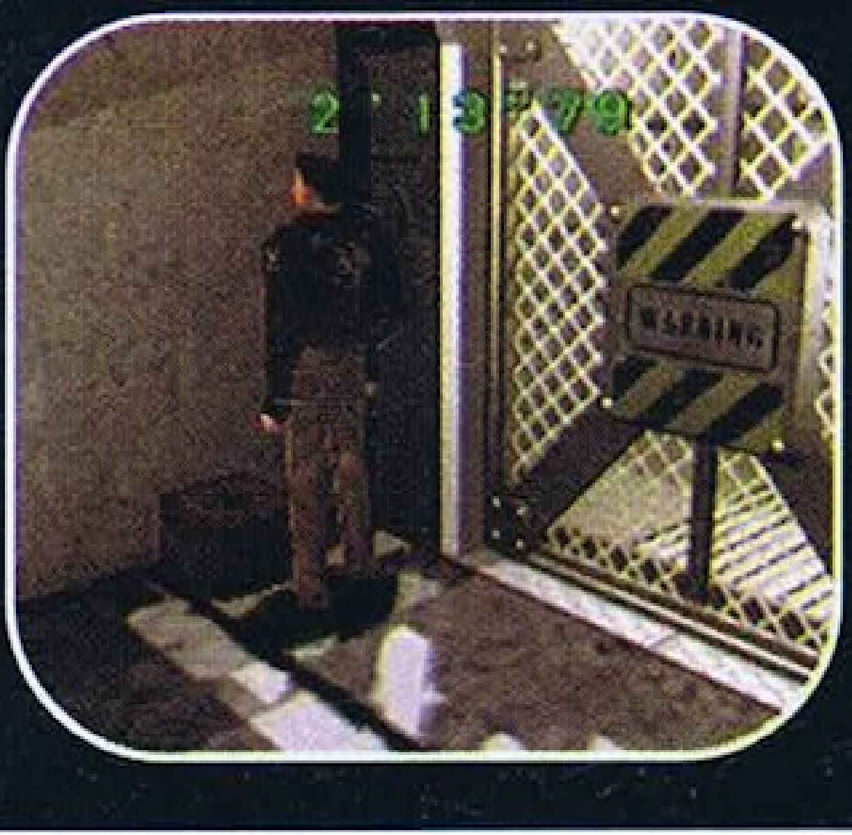
Leave the closet and run back towards the elevator, Walk down the hall, kill the zombie and get the green herb from the nook. Carry on down and go through the double blue doors. Blast the first zombie and use the small key on the desk to get some magnum rounds. Go to the door and blast the zombie that's hiding behind the bookcase. Search here and you'll get a scrapbook to file. Go through the door and straight on.

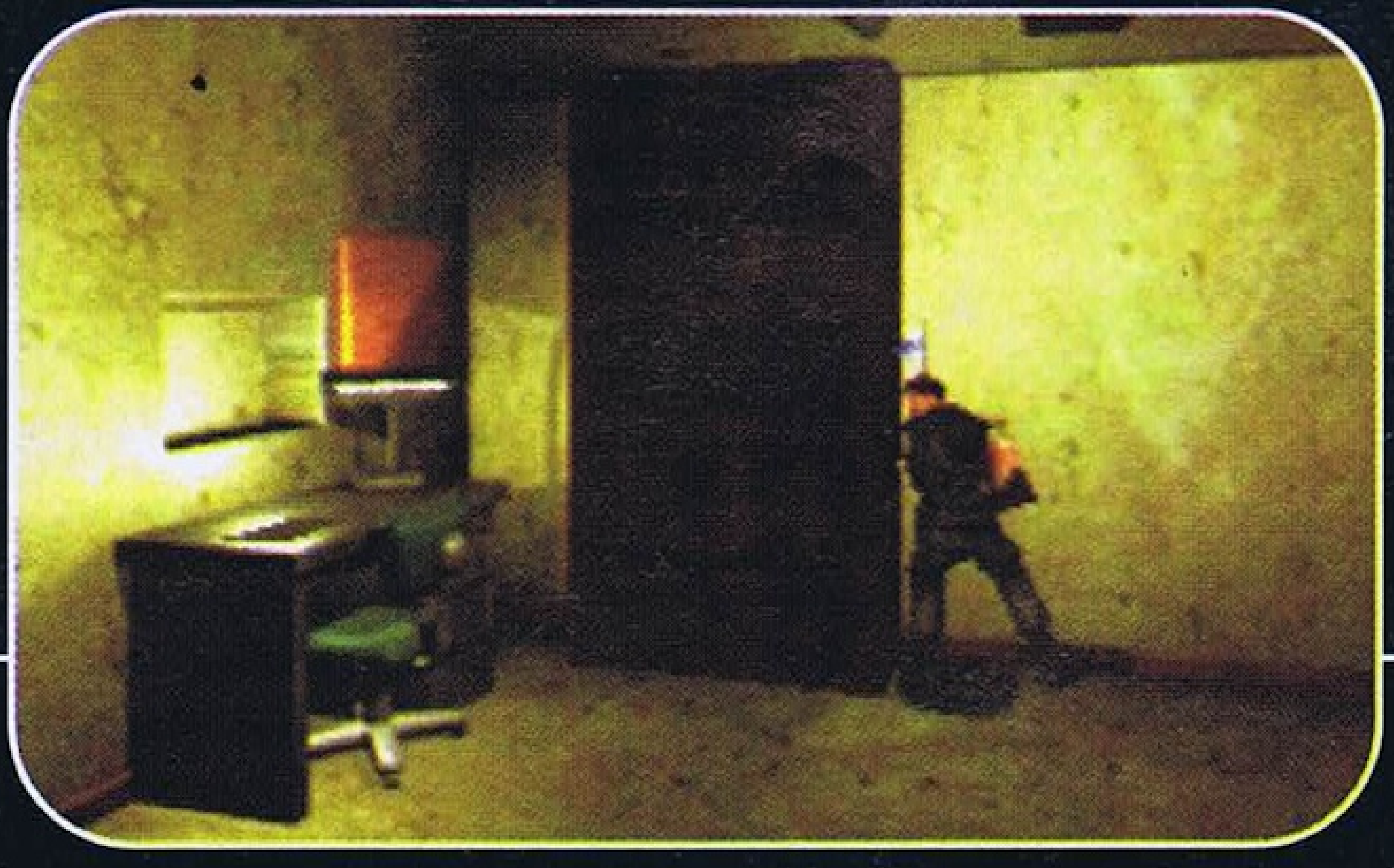
Push the statue so that you can get around it, use the red switch on the other statue and then push the statue into the light. A secret office will open. Get the MO disk and leave. Go to the other side of the room and push the bookcase to the top of the screen. Enter the observatory and get the ink ribbon and the clip. Look out of the window and go back to the closet to get the battery.

Go to the elevator and head back down to the kitchen. Head back to the stairs and, after killing the zombie, head to F1 by the stairs. Walk around the elevator and unlock the double doors. Kill the Hunters in the hallway and go back to the storeroom. Pick up the Doom book, the square crank, battery and guns with bullets. Leave anything else. Go to the outside passage. Kill the Hunter in the middle of the path and walk through the courtyard and across the water. Run past the snakes and go down the elevator to the lower courtyard. Use the battery on the elevator and head up. Go to the large pool and the square crank panel. Use the crank to stop the water and store the crank somewhere safe.

BEHIND THE WATERFALL

Move to the lower courtyard and go down the lad-





der behind the waterfall. Save your game at the typewriter around the corner. Go through the door at the bottom of the ladder. There is a flame-thrower here if you really want it. Go left and through the door. Get the first aid spray and shells from the far side and move to the Enricho door.

Go to the end of the room and watch the cut scene. Confused? You will be. Take the clip here if you have more than one slot free. Move out and kill the two Hunters who jump you. Go through either door here and kill the next Hunter (persistent aren't they?). Replace the flame-thrower here and exit this part. Move to the area next to the typewriter. Use the hex crank on the panel and move through the door. Get the flame-thrower and run to the trigger rock. Duck out at the entrance. Move to where the rock rolled and kill the Hunter. Get the flame-thrower fuel and kill the Hunter that this triggers. Go through the double doors and kill the giant spider. Leave the room and re-enter to kill the small spiders. Use the flame thrower or the knife on the web door.

SNAKES ON THE CEILING

Go out and enter the room on the left. Use the blue herb if you've been poisoned and then the first aid spray. Then save your game. Take the hex crank and the flame thrower. Run to the opposite end of the hall to avoid the snakes on the ceiling. Replace the flame thrower to open the door and go through it. Go left and down the passageway. Use the hex crank three times on the crank panel to access a small passage. Run down here and trigger the boulder. Duck into the small passage. There is a map and MO disk in the area where the boulder was.

Go into the secret room and push the statue so that it lines up with the highlighted area. Use the hex crank twice on the panel to move the statue away. Push the statue to the highlighted trigger and grab Doom book two. Go back to the store room, hide the crank and get the first Doom book. Before you carry on make sure you have three empty slots in your inventory.

Go to the other end of the passageway and go through the door. Move left and use the elevator to go up to the fountain. Check the two Doom books in your inventory. Turn them and use the action button to inspect all the sides. They will eventually open and show you an eagle and wolf symbol. Use the books on the appropriate ends of the fountain to reveal some stairs. Before you use them get some green and blue herbs.

Go down the stairs and use the elevator to go down again. Go around the corner and down the ladder. Get the pistol and any other weapons with ammo from the storage box. Go through the door and use a little more than harsh language on the three zombies here. Get the MO disk from the desk in the nook by the double doors. Go down. Go through the double doors at the base of the staircase and on through the first door after that. Use the red switch to turn on the lights. Get the Researcher's letter, read it to get the login code and passwords.

Push the bookshelf and use the blue switch to decipher the code words on the painting. In the box next to the sink is a spare clip along with a green herb. Leave through the double doors and straight ahead through the door to the small lab.

Use the computer and the passwords to unlock the B2 and B3 doors. Get the slides from the floor and as soon as you've done this, leave, heading back up the stairs.

Go through the double doors into the conference room. Use the slides on the projector to acquire the security system file and open the panel. Use the switch to activate a hidden panel and get the lab key. Go back down the stairs and go through the door at the opposite corner. Run past the naked zombies (gross) and use the lab key on the door with the red emblem. You can ditch this key now.

Kill the zombie here and be warned – there will be zombies around most of these corners. Go straight ahead to the storeroom. Get the ammo and ink ribbon and save your game. Get the shotgun and magnum, along with one of the MO disks and leave the room.

Go to the operating room. Get the shells and the red herb. Move the boxes and stairs so that you can get to the air duct. Go through it and enter the morgue. Use the MO disk to get passcode two, then get the magnum rounds from the shelf. Get out of here and deal with any zombies that you may have missed the first time around.

Go back to the save room and stock up on herbs and MO disks for your next task. Look at the area map and suss out where the doors are. Go to the terminal in the corner opposite

the door to activate the power panel. To enter the next maze go through the door in the far corner. There is a terminal straight ahead of you where you will get passcode three. Run through the next section to avoid the ceiling Hunters and get to the main generator room.

Activate the terminal on the left hand side then run out again. Kill the two Hunters in the first room and the three in the second.

Head back towards the stairs (make sure you still have an MO disk) and go through the double doors, then through the door halfway along the passage. There are four zombies waiting for you in here and if you're a bit smart (and probably a bit stupid) you can hit two with one shot. Just let them get real close.

Get the fax file from the wall and use the MO disk on the output machine to get passcode one. Leave and go to the end of the hall. Use the passcode machine to enter all the codes and go on to Jill's cell for a reunion.

The door will be locked but that's never stopped you. Go to the storeroom and move to the tyrant elevator. Make sure you're pretty well tooled up with ammo.

WESKER'S EVIL PLAN

Go up and you will come across Wesker's evil plan. He will introduce you to his new bestest buddy, the Tyrant. After you show him who's best (providing you're still alive) use the computer terminal to unlock the door. Go back, via the elevator, to Jill's cell. Free her and keep an eye out for those bloody ceiling Hunters, gits.

Go back upstairs and you'll notice a minor problem. The zombies are on the rampage and there are loads of them. Run past the slower ones and make for the ladder. Make sure you have one open slot. Go up this ladder and through the emergency door next to you. Go down the passage and get the battery to use on the elevator. Go up and get the flare from the box next to the elevator. Use it in the middle of the heliport. You're almost there. All you have to do now is wait for Tyrant to make his comeback, then just avoid him until your mate Brad drops a rocket launcher which you can use to dispatch him in style. SP

WHAT A TOUGH GUY !
You've closed this case completely

General Key:
C = kick, B = punch, A = guard

With over 30 moves per character, beating the living daylights out of your friends simply couldn't be easier. Not to forget the weapon warp cheat which mutates your opponent's drainpipe into a wet fish. And no, there's not a move called the Kipper Killer. Allegedly.

Last Bronx

Tommy Hiroshi

Body Attacks

Double Punch	PP
Double Punch & Kick	PPK
Triple Punch	PPP
Middle Shot	(Sit)D, P
Turn Punch	DB, P
Double Turn Punch	DB, PP
Double Turn Punch & Kick	DB, PPK
Crouch Punch	DP
Uppercut	DF + P
Double Uppercut	DF, PP
Face Crasher Punch	DF, DF, P
Back Beat	BP
Double Back Beat	B, PP
Triple Back Beat	B, PPP
Low Sweep	B, DF, P
Double Low Sweep	B, DF, PP
Shaped Punch	B, F, P
Crossing Shaped Punch	B, F, PP
Elbow	F, P
Tornado Punch	F, DF, D, P
Middle Straight Punch	F, F, P
Jump Low Punch	UF, P
Jump Low Punch Combo	UF, PP
High Kick	K
Low Kick	DK
Middle Kick	DK
Spiral Kick With Stick	UF, K
Low Spin Kick	D,D, K + G
Spin Stick	P + K
Spin Stick & Low	P + KDP + K
Upper Stick	BP + K
Long Range Stick	B, FF, P + K
Straight Punch	FP + K

Down Attacks

Pounce	U, P
Ground Attack	DF, P
Ground Attack two	DF, P + K

Throws

Twist Throw	P + G
Hanging Throw	D, DB, B, P
Leg Hold	B, DB, D, DF, F, K + G
Double Arm's Pressure	F, B, FP + K
Twist Throw	DP + G

0923
WINNER

Tommy
Tommy
Tommy

Nagi Hojyo

Body Attacks

Double Punch	PP
Triple Punch	PPP
Triple Punch & Kick	PPP, K
Triple Punch & Double Kick	PPP, KK
Twist Shot	DB, P
Crescent Cutter	DB, F, P
Crescent Shooting Star	DB, F, PP
Crouch Punch	DP
Uppercut	DF, P
Thrust Punch	DF, DF, P
Thrust Punch & Swing	DF, DF, PP
Cross Cutter	BD, F, P
Middle Thrust Punch	BF, P
Middle Thrust Punch & Kick	BF, P, K
Middle Slash	F, P
Double Middle Slash	F, PP
Double Middle Slash & Kick	F, PP, K
Triple Middle Slash	F, PPP
Snapping Back Punch	FF, P
High Kick	K
Hook Kick	DB, K
Rising Kick	D, K
Low Kick	D(hold), K
Middle Kick	D, F, K
Middle Hook Kick	DF, KK
Step Edge	F, K
Heel Dropping Kick	FF, K
Flying Back Kick	UF, K
Jump High Kick	K + G
High & Low Spin Kick	K+G, DK + G
Screw Fall Kick	D + K, G
Low Spin Kick	D, DK + G
Double Spin Kick	DDK + GK
Triple Spin Kick	DDK + GKK
Combo Spin Kick	DDK + GKK + DK
Low Sweep	DF, DF, P + K
Goddess Seer	FP + K

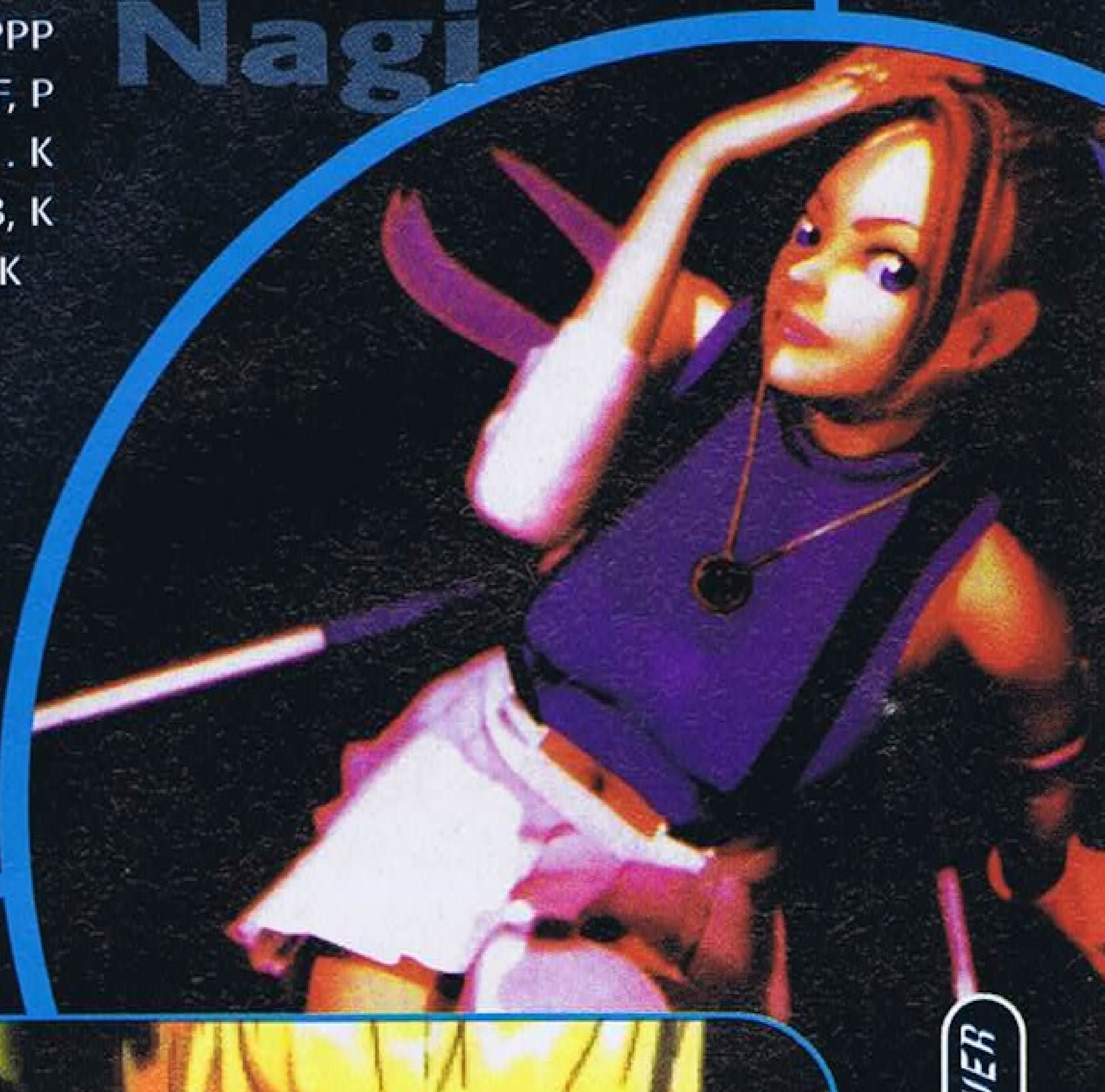
Down Attacks

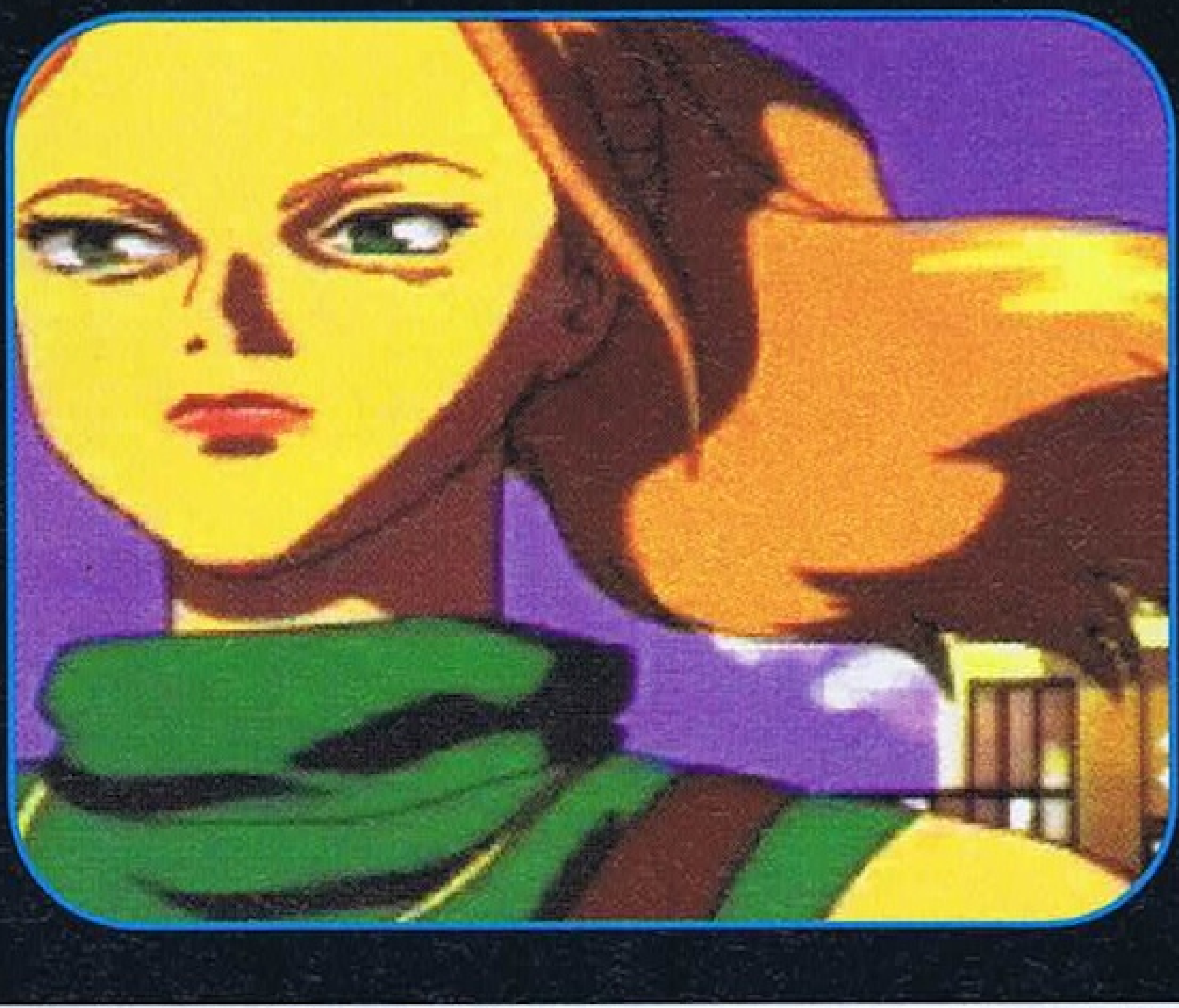
Knock Turn Ground	DF, P
Sexy Nail	U, P
Flying Hip Press	U, K

Throws

Leg Hugging Throw	P + G
Head Scissors	BD, BD, DF, F, P + K
Body Scissors	B, F, K + G
Leg Hugging Throw	D, P + G

Nagi
nagi
Nagi





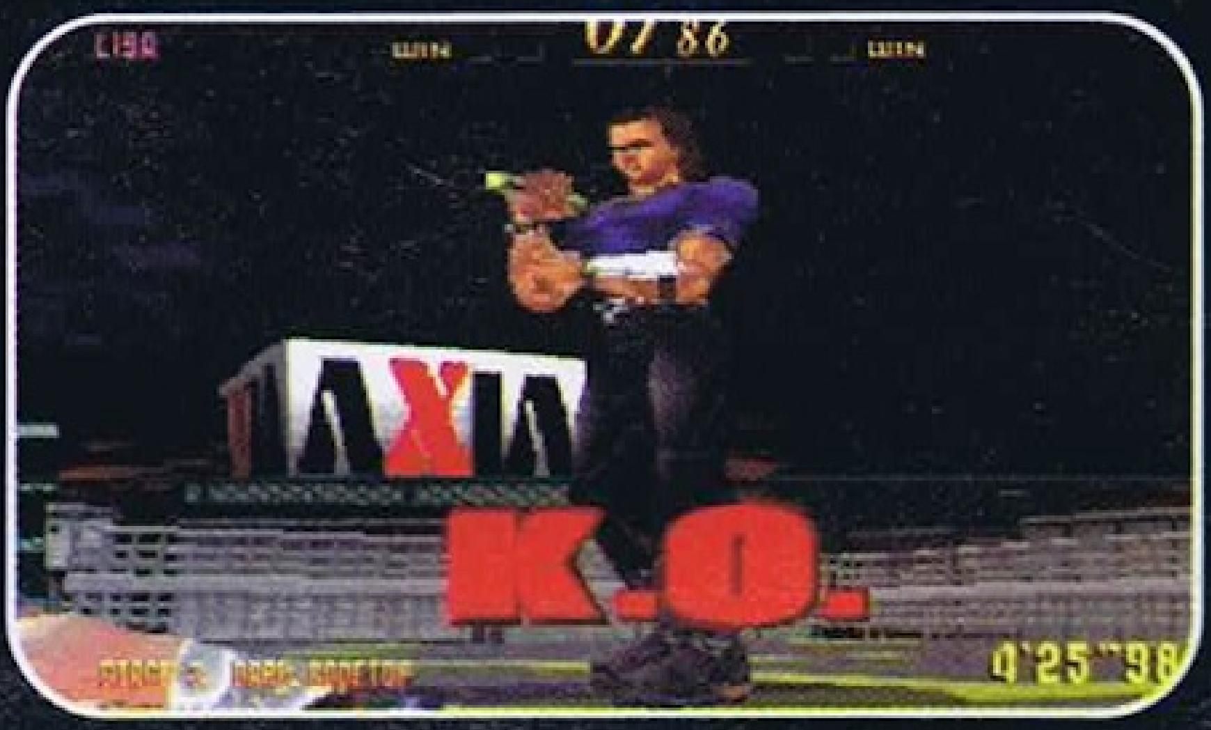
Ken Kono (Redeye)

Body Attack
Double Punch & Kick. . . . PPK
Double Punch & Double Kick
. . . . PPKK
Double Punch & High-Low
Kick . . . . PPK, D, K
Triple Punch. . . . . PPP
Triple Punch & Kick . . . PPP, K
Triple Punch & Low Kick
. . . . PPP, D, K
Triple Punch & Air Raid Kick
. . . . PPP, UB, K
Twist Shot . . . . DB, P
Crouch Punch . . . . D, P
Uppercut. . . . . DF, P
Double Uppercut . . . . . DF, PP
Uppercut & Kick . . . . . DF,P, K
Back Knuckle . . . . B, P
Back Knuckle & Kick . . B, P, K
Double Back Knuckle . . B, PP
Vertical Punch . . . . B, F, P
Vertical Double Punch
. . . . B, F, PP
Smash Elbow . . . . F, P
Middle Straight Punch . . FF, P
Double High Kick. . . . . KK
Toe Kick . . . . D, K
Low Kick . . . . D(hold) K
Middle Kick . . . . DF, K
Sliding Kick . . . . DF, DF, K
Heel Cutter . . . . B, FF, K
Knee Assault. . . . . F, K
Heel Drop . . . . FF, K
Air Raid Kick . . . . . . U + UF, K
Step Inside Kick . . . . . . K + G
Double High Spin Kick
. . . . K + G, K
High & Low Spin Kick
. . . . K + G, D, K
Low Spin Kick. . . . . . D, K + G
Jump Spin Kick . . . B, F, K + G
Jump High Kick . . . . FF, K + G
Double Hammer . . . . . . P + K
Low Shot. . . . . D, P + K

Joe Inagaki

Body Attacks

Double Punch
& Front Kick
...............................PPK
Triple Punch.....................PPP
Triple Punch & Spin Kick
....PPPK
Four Times Punch
.....................................PPPP
Squat Swing
....D, P
Knockdown Punch
....................................D,D, P
Uppercut.....................DF, P
Hurricane Shot
.............................DF, DF, P
Double Spiral Punch
....DF, DF, PP
Spiral Punch ....D, D, FF, P
Winding Stream.......................B, P
Winding Double...................B, PP
Winding Triple....................B, PPP
Side Slasher.........................B, F, P
Slash Accel ....B, F, P, K
Elbow...F, P
Elbow Spin Kick..................F, P, K
Palm Shot ....F, D, P
Tornado Punch ....FF, P
High Kick...K
Standing Kick ....(Sit)K
Squat Low Kick ....D, K
Long Middle Kick..................FF, K
Back Spin Kick.....................K + G
Shoulder Ramble................P + K
Shoulder High ....P + KK
Shoulder Crawl...P + K + D + K



Up Draft Shot.........DF, DF, P + K
Stealth Swallow ......B, DF, P + K
Tempest Straight.............F, P + K

Down Attacks
Sunset Swing.........................DF, P
Lightless Dive ....U, P

Throws

Shoulder Throw ....P + G
Beast Fang........................B, P + G
Head Crusher.............B, F, P + K
Hell Gallows
......................BD, BD, DF, F, P + K
Shoulder Throw............D, P + G

Joe
Joe
Joe

Lisa Kusanami

Body Attacks

Triple Punch
. . . . PPP
Four Times Punch
. . . . PPPP
Five Times Punch . . . . . PPPPP
Low Back Beat . . . . DB, P
Double Low back Beat . DB, PP
Crouch Punch . . . . D, P
Uppercut . . . . DF, P
Uppercut & Turn Heel . DF, P, K
Spinning Punch . . . . B, P
Spinning Double Punch. B, PP

Spinning Punch & Low Punch
. . . . B, P, D, P
Turn Level Punch . . . . . . B, F, P
Thrust Punch . . . . F, P
Round Punch . . . . FF, P
Small Typhoon . . . . U, B, P
Typhoonic Center . . . . U, P
High Kick . . . . K
High Toe Kick . . . . D, K
Low Kick. . . . . D (hold) then K
Middle Kick . . . . D, F, K
Spinning Kick . . . . K + G
Spinning Rod . . . . P + K
Double Spinning Rod
. . . . P, K + P
Lisa One. . . . . DB, P + K
Lisa OneTwo . . . . DB, P + K, P
Lisa OneTwoShoot
. . . . DB, P + K, PP
Low Sweep . . . D, DB, B, P + K
Middle Screw Punch
. . . . DF, D, F, P + K
Sonic Wave . . . . . B, D, F, P + K
Tomtom Rush. . . . . B, B, P + K

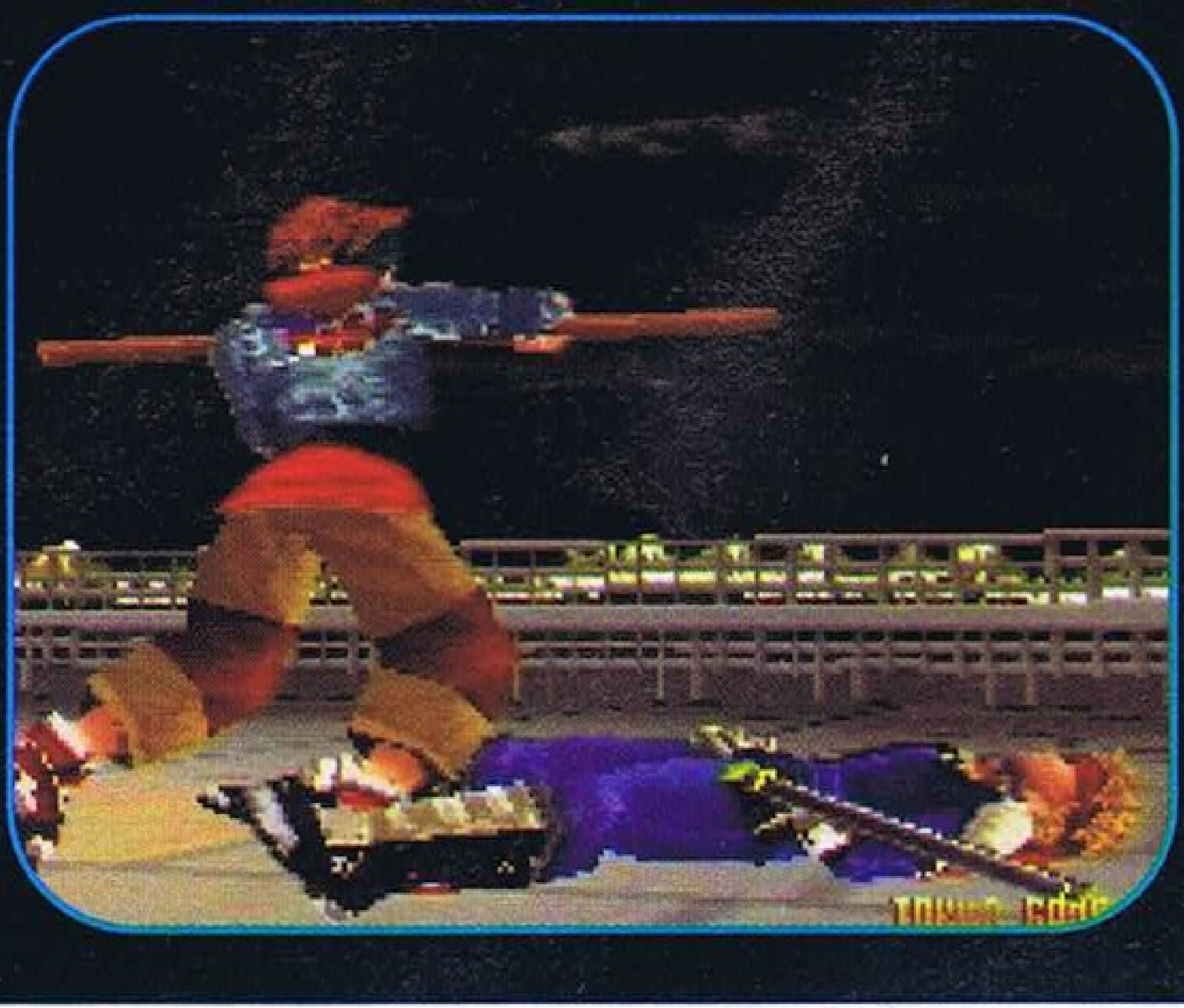
Down Attacks

G Cref Attack . . . . DF, P
Tornado Jump . . . . U, P
Roop Kick . . . . U, K

Throw

Flipping Throw . . . . P + G
Turn Over Throw. . . . BF, K + G
Head Scissors . . . . B, D, K + G
Drop Kick . . . . . . D, B, F, P + K
Flipping Throw . . . . . . D, P + G

Lisa
Lisa
Lisa



Screw Attacker	FF, P + K

Down Attacks

Circular Swing	DF, P
Para Troopers Attack	U, P

Throws

Holding Arm Throw	P + G
Reverse Throw	B, F, P + K
Neck Throw	B, DB, D, DF, F, P
Strangle Throw	F, DF, D, DB, B, P + K
Holding Arm Throw	D,P+G

Yoko kono

Body Attacks

Double Punch & Kick	PP, K
Double Punch & Double Kick	PP, KK
Double Punch & High-Low Kick	PP, K, D, K
Triple Punch	PPP
Triple Punch & Kick	PPP, K
Triple Punch & Low Kick	PPP, D, K
Triple Punch & Air Raid Kick	PPP, U, B, K
Twist Shot	D, B, P
Crouch Punch	D, P
Uppercut	DF, P
Uppercut & Kick	DF, P, K
Back Knuckle	B, P
Back Knuckle & Kick	B, P, K
Double Back Knuckle	B, PP
Vertical Punch	B, F, P
Vertical Double Punch	B, F, PP
Smash Elbow	F, P
Middle Straight Punch	FF, P
High Kick	K
Toe Kick	D + K
Low Kick	D(hold) K
Middle Kick	DF, K
Knee Assault	F, K
Heel Drop	F,F, K
Air Raid Kick	U, UF, K
Step Inside Kick	K + G
Double High Kick	K + G, K
High & Low Spin Kick	K + G, D, K
Low Spin Kick	D, K + G
Double Hammer	P + K

Down Attacks

Circular Swing	DF, P
Para Troopers Attack	U, P

Throws

Holding Arm Throw	P + G
Stragle Throw	B, P + G
Reverse Throw	B, F, P + K
Neck Throw	BD, BD, DF, F, P
Holding Arm Throw	D, P + G

Yoko
Yoko
Yoko

Saburo Zaimoku

Body Attacks

Punch & Kick	P, K
Double Punch	PP
Triple Punch	PPP
Smash Hammer	DB, P
Rave Hammer	DB, PP
Low Swing Punch	DB, DD, F, P
Crouch Punch	D, P
Swing Uppercut	DF, P
Uppercut	D, F, P
Lifting Uppercut	DF, DF
Double Spinning Punch	B, DB, D, DF, F, P
Knuckle Punch	B, P
Side Hammer	B, F, P
Rock Crasher	F, P
Stick Thrust	F, PP
Knock Down Punch	F, DF, D, P
Volcano Attack	FF, P
High Kick	K
Low Kick	D, K
Middle Kick	DF, K
Kenka Kick	FF, K
Neel Kick	B, D, F, K + G
Up Punch	P + K
Up & Down Punch	P + K, P + K
Round Hammer	D, F, P + K
Head Attack	B, F, P + K
Punch Reversal	B, F, G
Punch Reversal	B, D, F, G
Kick Reversal	F, B, G
Kick Reversal	F, D, B, G

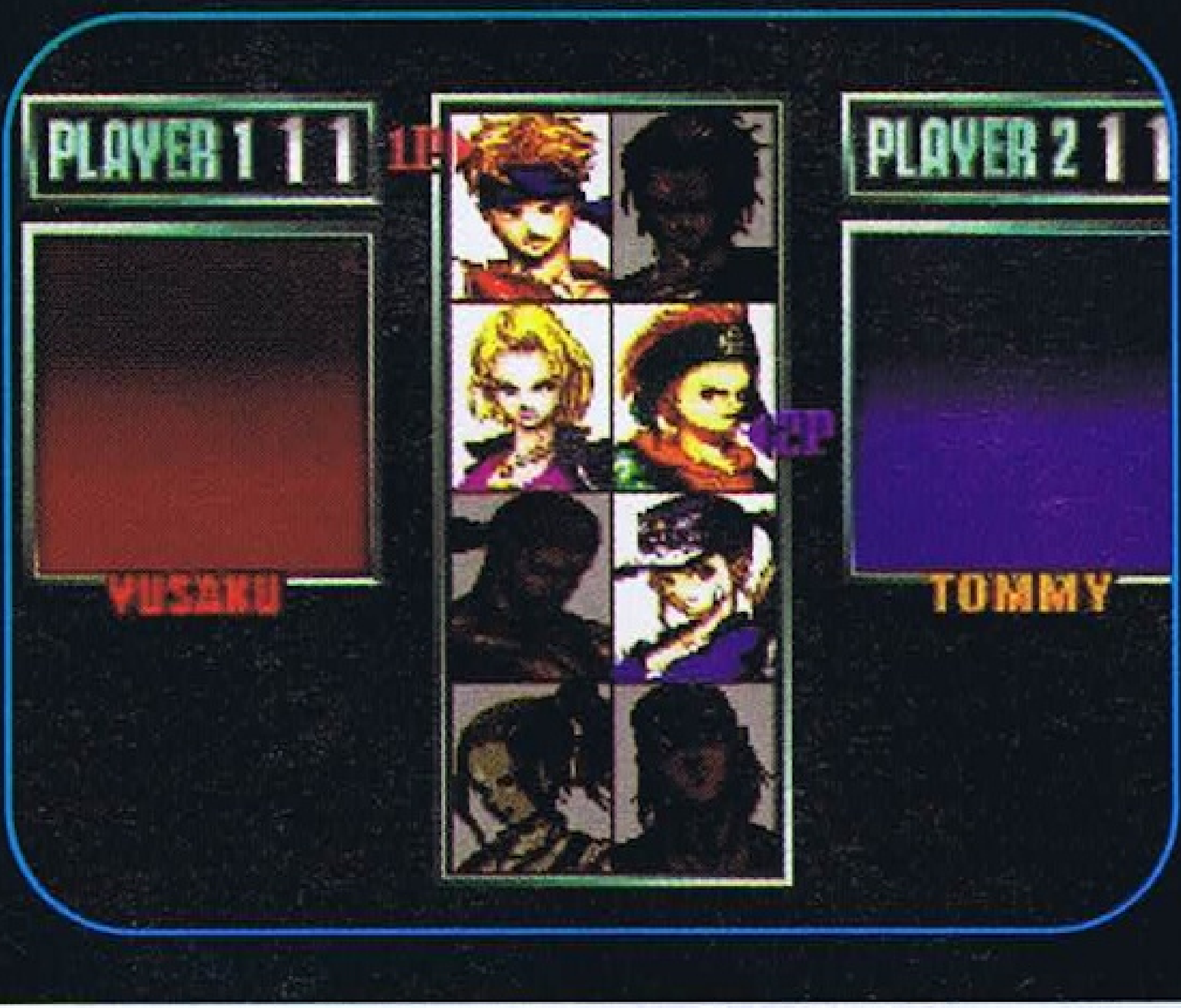
Down Attacks

Head Crasher	DF, P
Hip Press	U, P

Throws

Strangle Throw	P + G
Crane Throw	D, D, P + K
Bull Punch	B, F, F, P + K
Dr.Bomb	F, DF, D, DB, B, P+K
Brain Buster Special(Wall)	F, DF, D, DB, B, P+K
Strangle Throw	D, P + G

Saburo
Saburo



TIME
18"47
WIN
WIN

Tricks And Codes

Choose DP colour by holding Start before selecting your character, similar to *Fighting Vipers*. There's a long FMV sequence when Yoko beats Red Eye. This doesn't happen when you use other characters.

A 30-win streak gives your character a big head in the character select screen, but not in combat.

You can do a self-ring out! Jump backwards onto the top of the fence, then press P+K+G+S to drop to the other side.

You can select your winning pose from a choice of three by pressing P, K or G after the replay. When the game's in Attract mode (demo mode), and the time-attack record times and Survival mode high-scores are shown, you can press left or right to scroll through the different lists.

Taunt your opponent by pressing G rapidly 4 times. Alternatively, you can also press D, DF, F+S (Start button).

Survival mode is activated by holding P+K+G before pressing start at the beginning of the game. In it you fight a single round against each opponent, only using one life bar. If you sustain 60% damage in the first round, you start off the second with only 40% of life left. Get the picture chummy?
Comedy Weapon mode: You can change your weapon to a fun version by pressing start 13 times (no more, no less) at the character selection screen, before you select your character.

The weapon-change trick is purely cosmetic and doesn't affect your fighting ability.

The comedy weapons are assigned as follows:

Tommy – brush
Nagi – fork and spoon
Joe – corn cobs
Lisa – cooking tools
Yoko – umbrella
Zaimoku – frozen tuna
Yusaku – toy bullet-train
Kurosawa – paper fan
Redeye – a pike

Redeye code: To play as Redeye, you must have completed the game using each of the eight characters. At the character selection screen, enter R, R, L, L, U, D, U, D and then press Start. You should hear Redeye's laugh as confirmation. Press P, K or G to start the match!

Thanks to Christopher Tan and the SEGA website for general information and the internet guide. Special thanks to Yukinobu Miyamoto, author of the Last Bronx moves guide.

Yusaku Kudo

Body Attacks

Double Beat High Side	PP, K
Triple Punch	PPP
Triple Punch & Spin Kick	PPP, K
Triple Punch & Low Kick	PPP, D, K
Combo Over Top	PP, U, P
Open Beat	DB, P
Open Beat Accel	DB, P, K
Sit Beat	D, P
Uppercut	DD, FF, P
Upper Swing	DF, P
Crop Hammer Punch	DF, D, F, P
Soul Swing	B, P
Double Soul Swing	B, PP
Burning Soul	B, PPP
Sonic Elbow	B, D, F, P
Spinning Level Punch	B, F, P
Swing Punch	F, P
Double Swing Punch	F, PP
Power Loop	U, P
High Kick	K
Sit Low Kick	D, K
Middle Kick	DF, K
Fly Wheel Kick	FF, K
Head Bash Kick	U, K
Screw Kick	K + G
Double Screw Kick	K + G, K
Low Spin Kick	D, K + G
Dual Knock	DF, P + K
Exhaust Storm	D, D, B, B, P + K
(Low Sweep)	B, DF, P + K
Shoulder Tackle	B, F, F, P + K

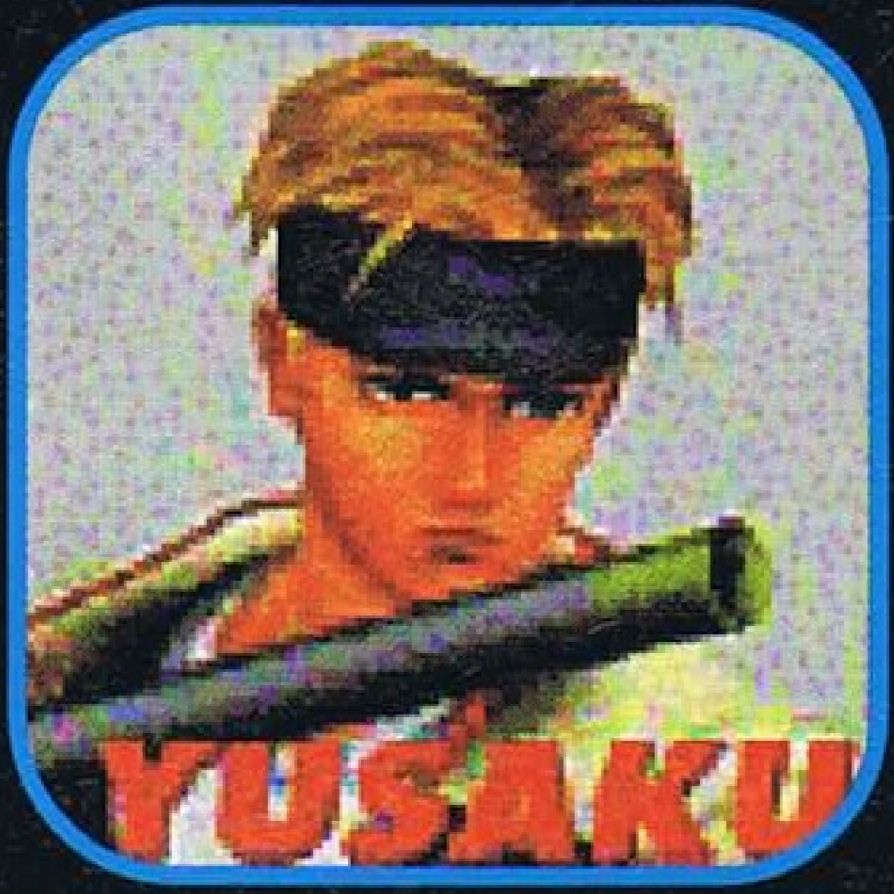
Down Attacks

Two Wheel Shoot	DF, P
Jump Beat	U, P

Throws

High Speed Brain Buster	P + G
Elbow Shoulder Attack	F, DB, F, P + K
D-Stroke V-Type Impact	DB, F, P
Crank Throw	F, DF, D, P
High Speed Brain Buster	D, P + G

Yusaku
Yusaku
Yusaku



Toru Kurosawa

Body Attacks

Punch & Kick	PK
Double Punch	PP
Triple Punch	PPP
Crouch Punch	D, P
Uppercut	D, DF, F, P
Short Uppercut	DF, P
Uppercut & Straight	DF, PP
Wind Godfist	DF, D, F, P
Disorder Punch	B, P
Double Disorder Punch	B, PP
Triple Disorder Punch	B, PPP
Slant Low Sweep	B, DF, P
Body Blow	F, P
Smash Punch	F, F, P
High Kick	K
Quick Low Kick	D, K
Low Kick	D(hold) K
Middle Kick	DF, K
Dashing Kick	F, F, K
Beat Knuckle	P + K
Step In Straight	DF, P + K
Straight	B, P + K
Palm Shot	F, P + K
Triple Palm Shot	F, P + K, P
Head Attack	F,F,P + K

Down Attacks

Pounce	U, P
Ground Attack	DF, P
Ground Thrust	DF, K

Throws

Strike Body	P + G
Trample Down	D, D, K + G
Punishment	D, DF, F, P + K
Kurosawa's Anger	F, DF, D, DB, B, P + K
Neck Cutter	F, D, DF, P + G
Strike Body	D, P + G

Toru
Toru
Toru

Part Two

Swagman

Prepare to defeat the Swagman and free the Dream-Flies from their torment…

Twisty Turny Woods (continued)

You need to follow the path and stay near the light; you will be safe there. Flick the switch to turn the lights on, but it's on a timer. You can go right to get some bugs and energy hidden in the trees.

Move left and run, hitting all of the switches and keep following the path until it forks off. Go up to the switch, flick it and move left to the fork. Go up and to the right. Flick the switch and continue right; flick the other switch and jump over the wall with the two telepads in. Use the "standing on heads" trick again to get Zack out. Go down, following the way down, flicking all switches and at the bottom, go to the Scarab. Go right to the secret Dream-dew.

Head back to Hannah, go left and up, flicking the switches. Flick the last switch and put on your Super Sneakers. Activate them to get past the gargoyles, and keep on going up until you see the telepads and warp in Hannah.

From the telepads, go right towards the Scarab Chest, talk to him and flick the switch. Move very quickly around to the right, flicking the switches until you come to a plinth. Do the same for Hannah and get Zack to stand on Hannah's head. Jump over the wall and run up, following the path and flicking the switches. Exit to the next screen. Pick up the axe and warp out. Give the axe to the woodcutter and go right, over the tree he chops down. Exit right. Use the Scarab Chest. Jump onto the barrel and then onto the bank. Go right over the bridge and jump onto all the barrels, following the path. Jump onto the circling barrels, go left to the Scarab and go back onto the barrels. Jump up to the bank at the top and go up to the Scarab. Go across the broken bridge and carry on to the left; jump onto the barrels and then onto the island and then do the same again. Go left and up to the warp marker.

Main Street

Your main path is to the right. Visit all the gardens for bugs and energy; remember to dodge the rolling dustbins. You can stun the Scallywags by hitting them. Exit to the next street to the right. Make sure to temember to blow open the cellar doors to get the bugs.

Street 2

irstly, change to Hannah and move her to Zack. Change back to Zack. At the road junction, go up to the top and proceed right to the Scarab save point. Collect the key by the house, using your Frisbee to kill the Zombies. Move down and left and continue to follow the zigzag road down. Go down to the bottom and follow the road to the left up to the large gates. Enter the Clock Tower's grounds and change to Hannah. Move to where Zack is. Go to the left and get Zack on the step and get him to stand on Hannah's head, as before.

You now need to move the statues onto the pressure pads; do this on the right side too. The door is now open; go inside and go up the stairs to the top. Collect the key, but make sure to watch out for the Zombie. Exit back onto the street and go far right to the third street.

Street 3

Quickly, use your Frisbee to kill the Zombies and then make your way to the house. Use the key to unlock the cellar doors to exit.

Dark Tunnels 3

Here, you need to stand on Hannah's head. Jump onto the first step and then move Hannah up against the wall for Zack to jump onto her head. Keep on doing this until Zack is standing in front of a hovering slab. Change to Hannah and follow the room round, until you see a lever switch. Hit it and change back to Zack. Position him onto the slab, which is now moving, then jump onto the wall and make your way round, going down the stairs and jumping over the gaps to the left. Stand on the pressure pad and change to Hannah. Move her to the step that comes out of the wall near to the pressure pad she walks past to the right. Stand on the pressure pad and change to Zack; move him back to where he first steps onto the moving slab. Two steps have now appeared on the wall to the right; hop onto them and go onto the thin wall.

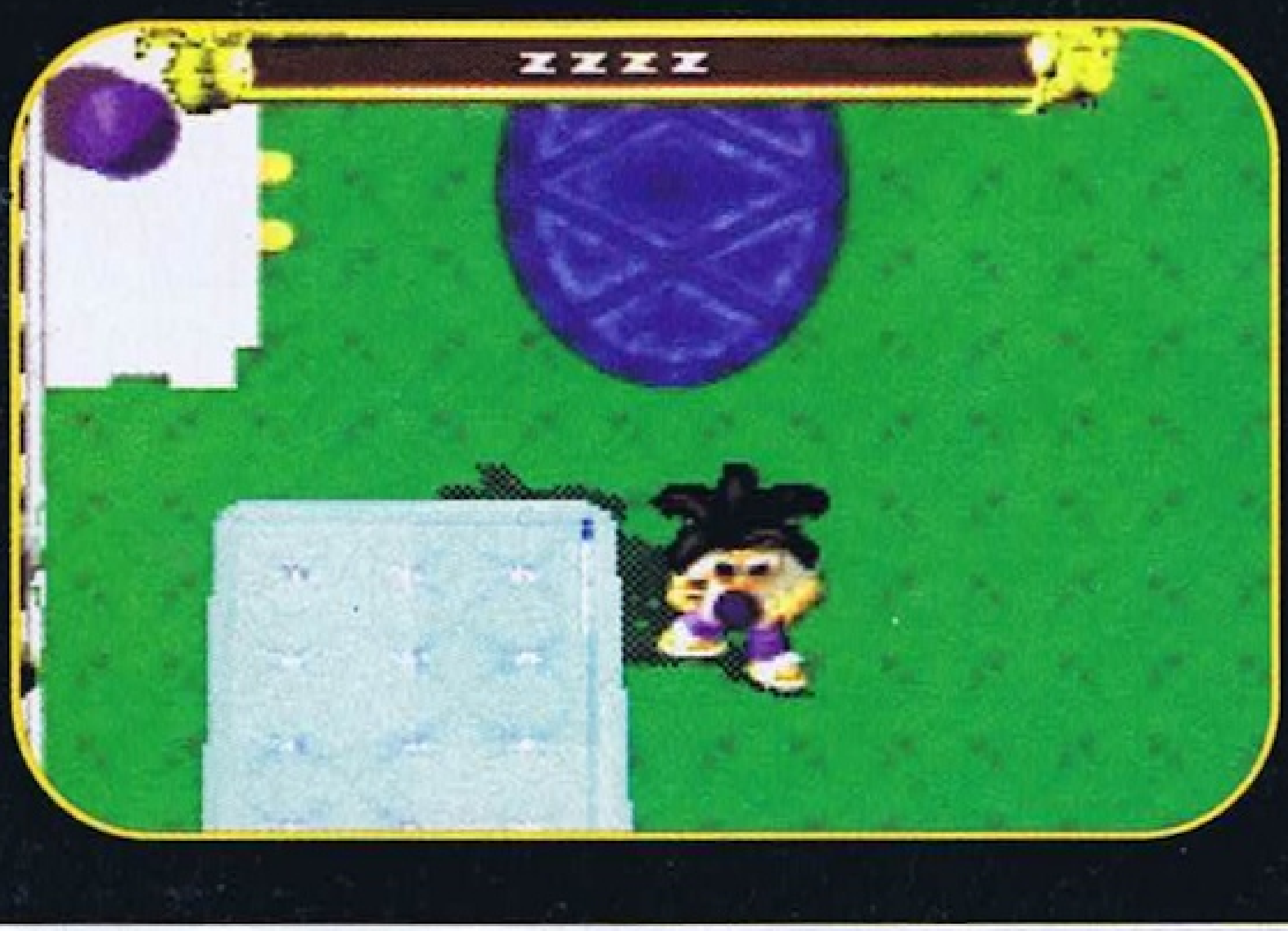
Go down to the pressure pad and stand on it; change to Hannah and move her down through the spinning spikes; proceed to the Scarab Chest, go to the spikes, go on further left and flick the switch to activate the second moving slab; change to Zack and move him onto the slab and go over to the wall on the opposite side. Go to the pushable platforms and move Hannah onto the platform below; get Zack to push the platform over to the left. Move Zack left and down to the switch that lowers the bridge. Change to Hannah and jump off to the left and go over the bridge; position her in front of the pushable platform, change to Zack and go to the platform. You need to push and pull the platforms and move Hannah onto the platforms as before; this has to be done twice. Move Hannah off when at the end and get her to stand on the pressure pad. Change to Zack and get him to go up past the spinning spikes and exit via the warp marker.

Zack's House Destroyed

Go down to the Scarab Chest, jump over to the left and follow the series of jumps, collect all the bugs and exit via the Warping Marker.

Swaghouse

Go down to one of the exits at the bottom, collect the key and go back to the Main Room. Go to the door on the right, unlock it and enter. Get Hannah and move her to Zack. Get Zack to jump onto Hannah's head to enable him to get over to the fireplace. Arrange the tables around the room so that Zack can jump all the way around the room and onto the mantelpiece. Push the clock and enter the fireplace. Make your way over the gaps, round over to the left and exit. Go over the top of the bed and collect the key, jump off to the right and exit through the hidden door on the right.



The final page featuring the last stages of *Swagman* is just over the page... what are you waiting for Christmas? Probably... I am.

Back to the Main Hallway, go right, and go down the stairs and then proceed back up to the right. Go down into the door at the bottom right.

The Attic

Firstly, get both characters here, by getting the one left behind to the lobby and up the stairs to the right. What you need to do is to pull the stairs out, allowing you to get up to the higher levels. To the right of the first stairs, get Hannah on to the pressure pad; this will raise the stoppers on the stairs above and to the left of Hannah. Change to Zack and pull the stairs out and go up them.

Move Zack to the right, until he reaches another set of stairs. The pressure pad that releases the stairs is at the top-left corner of the Attic. Move Zack left, back down the stairs and onto the pressure pad to the far left. Change to Hannah, go to Zack and pull out the stairs above Zack and go up them. Proceed up and pull out the stairs to the right. Go up them and over to the right-hand side of the Attic.

Go up the fixed stairs. Change to Zack and go up the stairs where Hannah went. Zack needs to go to the right and up past the second set of spikes, standing on the pressure pad. Change to Hannah and pull out the stairs.

Go up and left on towards the stairs to the far left. Change to Zack, go round to the first set of spikes and stand on the pressure pad. Change back to Hannah and pull out the stairs and then stand onto the pressure pad. Change to Zack and go back down through the spikes and down the stairs to the left. Go up the stairs on the right, pull out the stairs and go up them. Now, proceed right and then down the stairs and collect the key. Drop down and go through the bottom exit.

Main Hall

Change to Hannah and take her back to the Main Hall to where Zack is. From the Main Hall, move to the right and collect the Lightening Glove in the next room. Go back to the Main Hall, go upstairs and right and exit past the Attic door. Keep going to the right and collect the Dreamdew. Go back to the Main Hall to where Zack is. Select the Lightning Glove into Hannah's inventory. Go left from Zack and exit, stepping immediately on the light patches.

Activate the glove and run past all the Lightning Orbs to the far left and exit into the next room. Go up to the Scarab Chest. Below the chest, step onto the light patches and then onto the pressure pad. Change to Zack and go left from the Main Hall, down the hall and exit. Keep going left, joining Hannah. Go upstairs as Zack to the top and unlock the door and exit. Go upstairs to the top again and exit through the mirror.

Red Desert

Go left, all the way across and then go up the slopes to the top. Go across to the right and collect the key. Proceed further left and drop down. Go up and jump over the lava using the platforms. Proceed to the top to the Dream-fly. She will warp you to another area, to a Dream-clock and another Dream-fly. Release the Dream-fly, which will warp you to the top of the map. Go to the top and exit through the mirror.

Time Room

Put the Dream-clock into Zack's hand and use it. This will advance time. Go back into the Main Hall. Go the left side door and exit.

The Play Room

Go left and go up the first corridor and turn right. Go up and then left. Push the toy car to the far right, jump onto it and then onto the higher ledge. Go up and then left, push the next toy car to the left and get onto it again and exit to the top.

Go left and exit down, back into the Attic. Collect the key, drop down and exit to the right. Proceed right and unlock the door and exit. Go up to the Scarab Chest. Go upstairs and exit through the mirror.

Fiery Footpath

In this section, all you need to do is to light the Torches with your fiery breath, doing this will then light up the surrounding platforms.

Now, time your jumps on the platforms and find the Dream-fly. Collect the Dream-clock and then find another Dream-fly. She will warp you to another section and you will find the exit.

Clock Room

Activate the Dream-clock as before, to alter time. Go back to the Main Hall.

Main Hall

Change to Hannah, go to the Scarab Chest and enter the mirror to the right.

The Pits

Go down the far bottom-right, jump right over the chasm and then go up and free the Dream-fly. Collect the Dream-clock and go up to exit. Go left and jump over the chasms and exit to the top.

Clock Room

Activate the Dream-clock as before. The clock will strike 12, shattering the mirror at the top of the room. Enter it.

Bell Tower

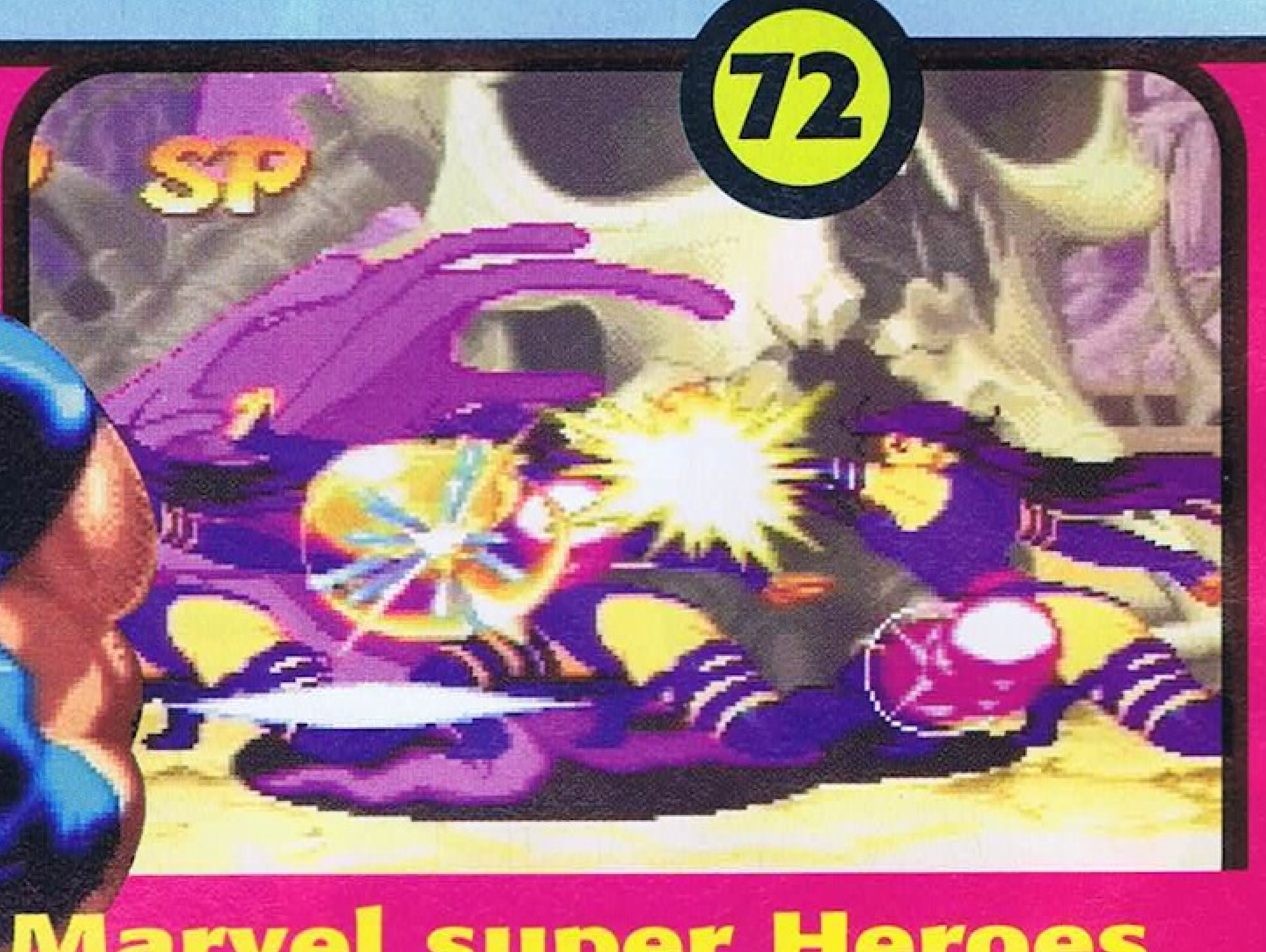
Go up the stairs to the top. You will then need to time your jumps on the moving platforms, until you get to the very top. Exit via the Warping Marker into the last limbo.

The Swagman

Simply, dodge his attacks and learn his pattern. Dodge the large belt that falls to shatter the floor. He is only vulnerable when he has his arms up and debris is falling down; that is when you hit him. Do this until he dies and then go upstairs and free the Dream-fly Leader. And that, as they say is your lot. You've won, freed the incarcerated, brought happiness and joy. Cool. SP

The end is here my young fellows...

Reviews



72

TOP GAME

Lycra, Spandex, Gamma Rays, Blind PSI babes, green dudes with clothing problems… the office has been much as usual this past month. To jazz up our otherwise run-of-the-mill-Ferarri-driving-Lear-jet-crashing-money-burning-life-so-called-style, we've been teaching the *Marvel Super Heroes* a lesson in butt-kickery and general violence. Sure they're super heroes in one of the best games ever. But they have to learn about life on the streets…

Marvel super Heroes

Reviewed

68 *Duke Nukem 3D*
72 *Marvel Super Heroes*
76 *Frankenstein*
78 *Tetris Plus*
80 *Sega World - Imports*

68 **Duke Nukem**

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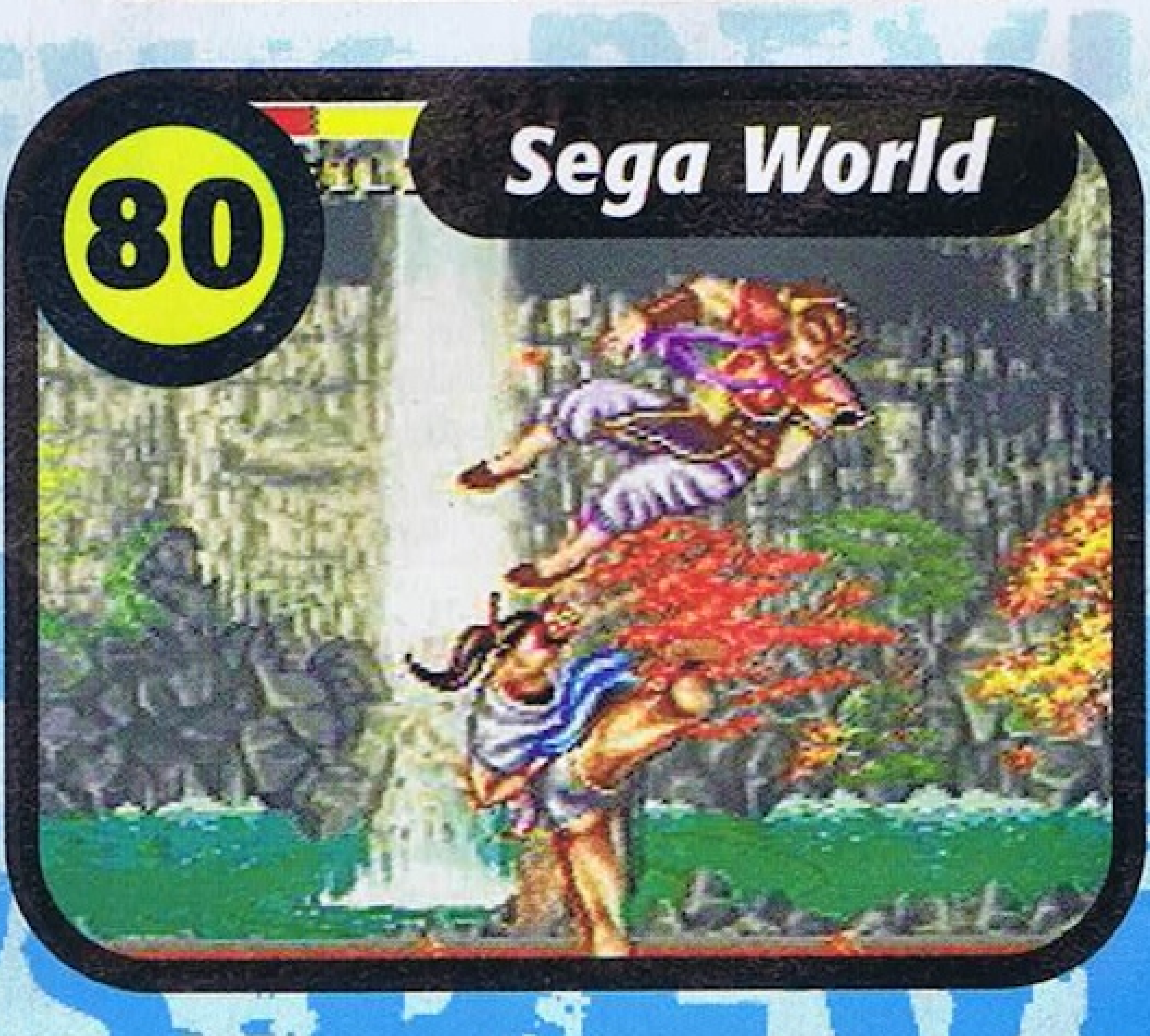
72 **Marvel Super Heroes**

76 **Frankenstein**

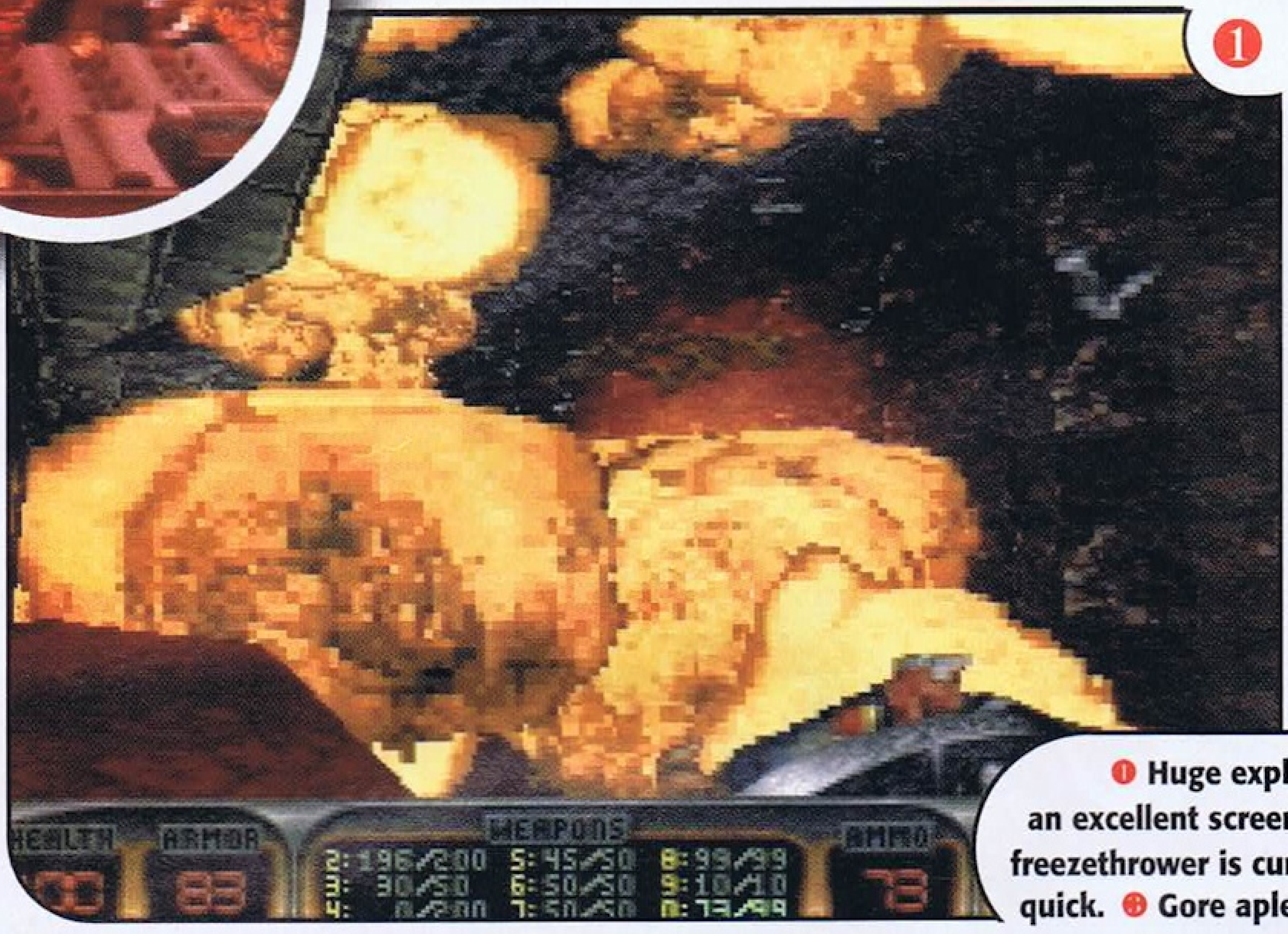
LOSER
WINNER

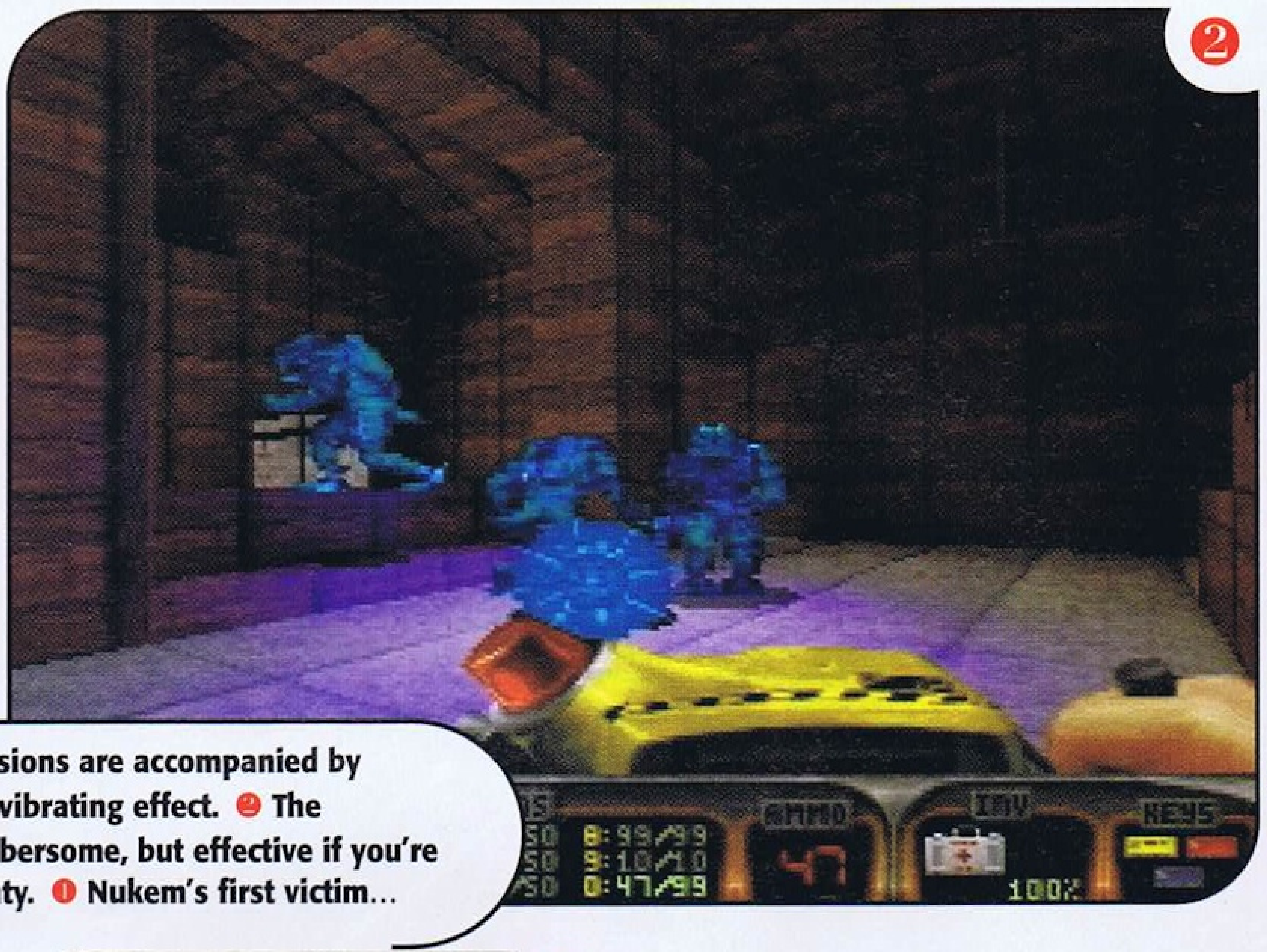
78 **Tetris Plus**



80 **Sega World**

Duke Nukem





❶ Huge explosions are accompanied by an excellent screen vibrating effect. ❷ The freezethrower is cumbersome, but effective if you're quick. ❸ Gore aplenty. ❹ Nukem's first victim…

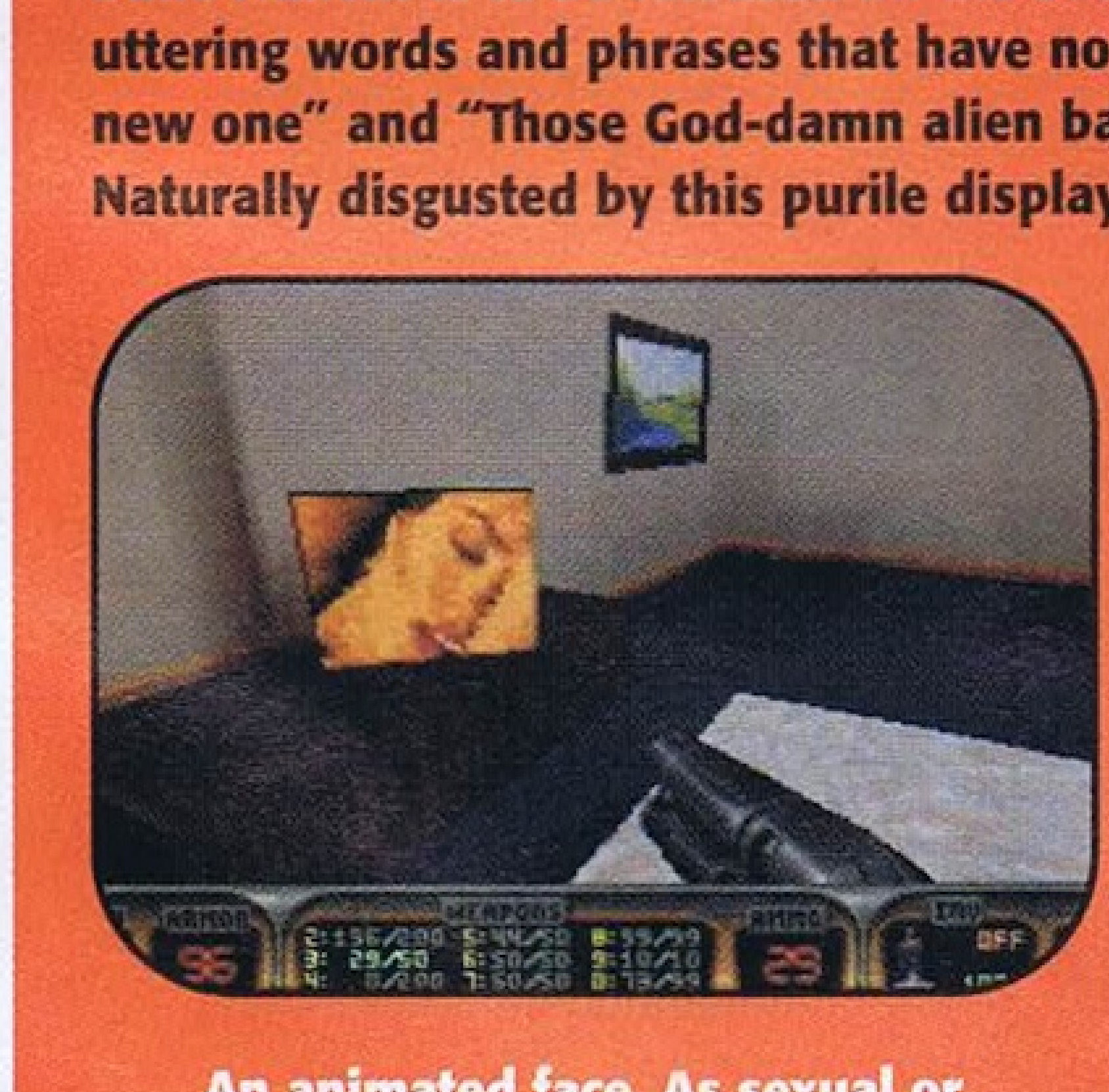
Duke Nukem, one of the greatest PC games ever created, has become _Duke Nukem_ – one of the best Saturn games ever…

Man, I've been looking forward to this one. I played *Duke Nukem 3D* on a friend's PC roughly a year ago. When I heard Sega had commissioned Lobotomy to convert it, I was delighted. And you know what? Sega's version is superb, one of the best games I've ever played. If Rage's *Doom* conversion is a red "1/10 – see me" at the end of the Saturn essay, *Duke Nukem* is five gold stars and a brief note saying: "teacher loves you." It's *that* good.

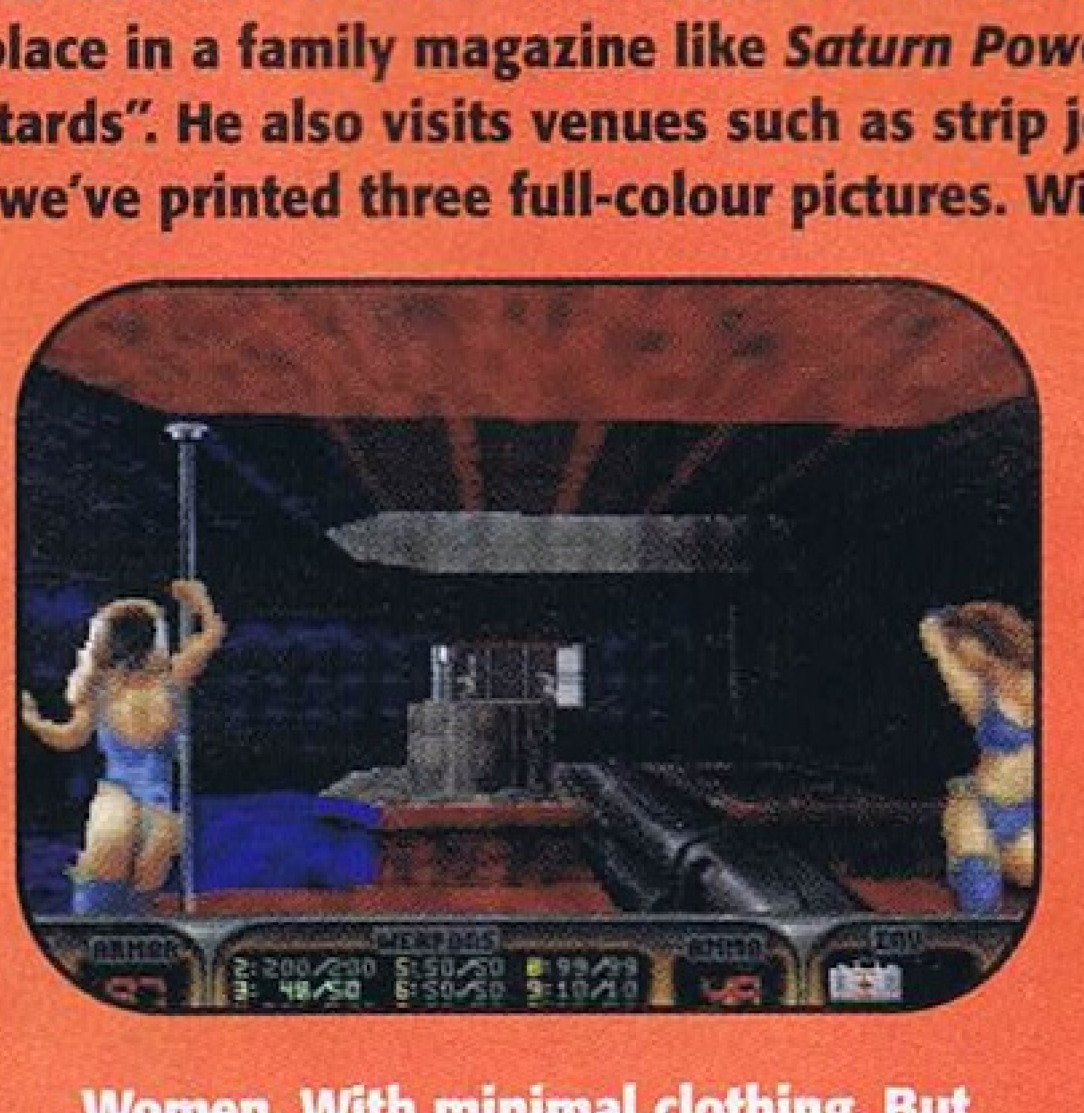
Part of *Duke Nukem*'s charm is that it has a plot, a character and, despite level-based progression, a genuine 'adventure' feel. *Doom* and *Quake* are without soul by comparison. The story is simple. Duke's spaceship is shot down by alien invaders over a US city. The resulting battle takes place over roughly 25 stages. Porn shops, sushi bars, spaceships, the moon, an alien planet… all venues for gunfights

Certified success

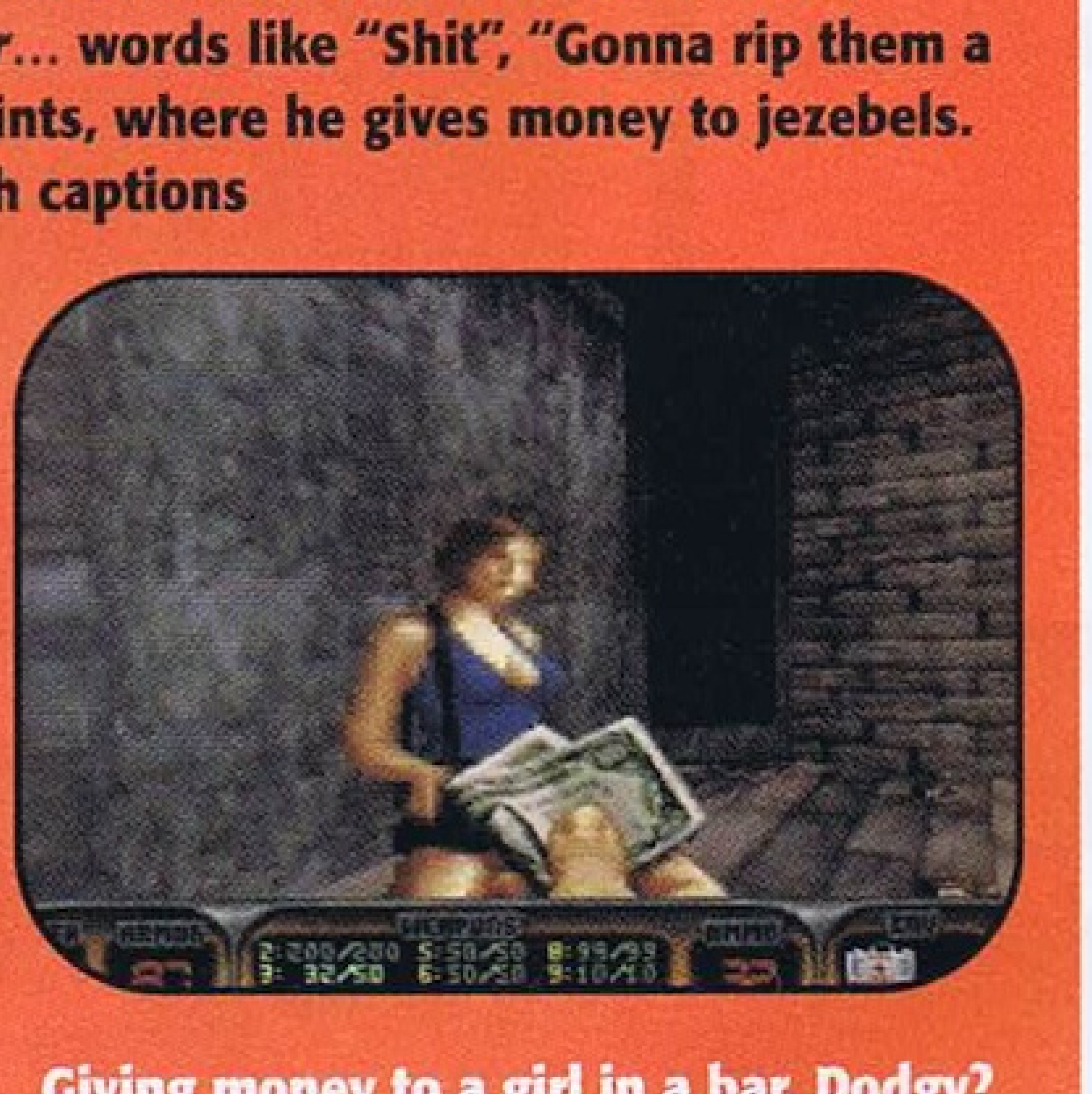
Duke Nukem is to be released on the Saturn with an 18 certificate. There are two reasons for this. Duke is foul-mouthed, uttering words and phrases that have no place in a family magazine like *Saturn Power*… words like "Shit", "Gonna rip them a new one" and "Those God-damn alien bastards". He also visits venues such as strip joints, where he gives money to jezebels. Naturally disgusted by this purile display, we've printed three full-colour pictures. With captions



An animated face. As sexual or arousing as a plate of cold chips.
Likely to offend?: Possibly.



Women. With minimal clothing. But they're sprites, remember…
Likely to offend?: Oh, certainly.



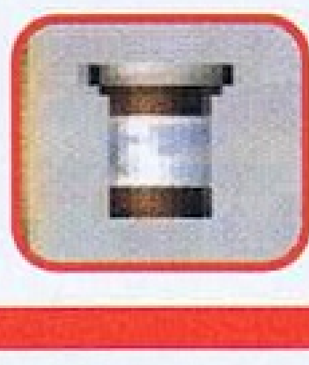
Giving money to a girl in a bar. Dodgy? Ah, there's worse on kid's TV…
Likely to offend?: Yeah, yeah…

Small objects of desire

Duke can collect a selection of gadgets, each beneficial. And here they are…

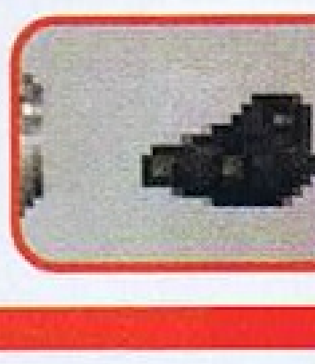
Portable Medikit
Can be used at any time to replenish Duke's health up to 100%.

Steroids
Make Duke incredibly fast for a brief period.



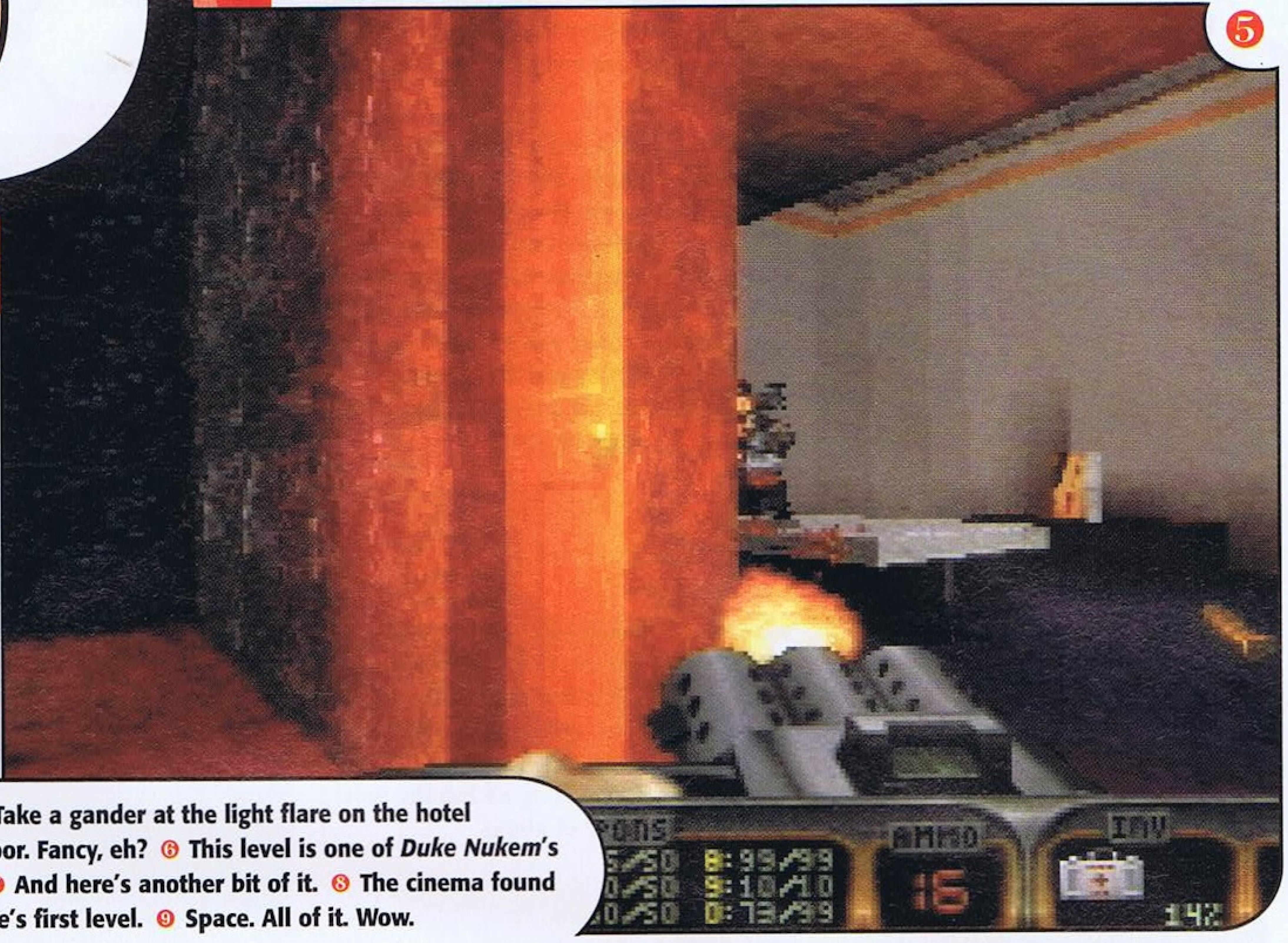
Holoduke
Provides a holographic 'dummy' of Duke to draw fire from the alien scum.

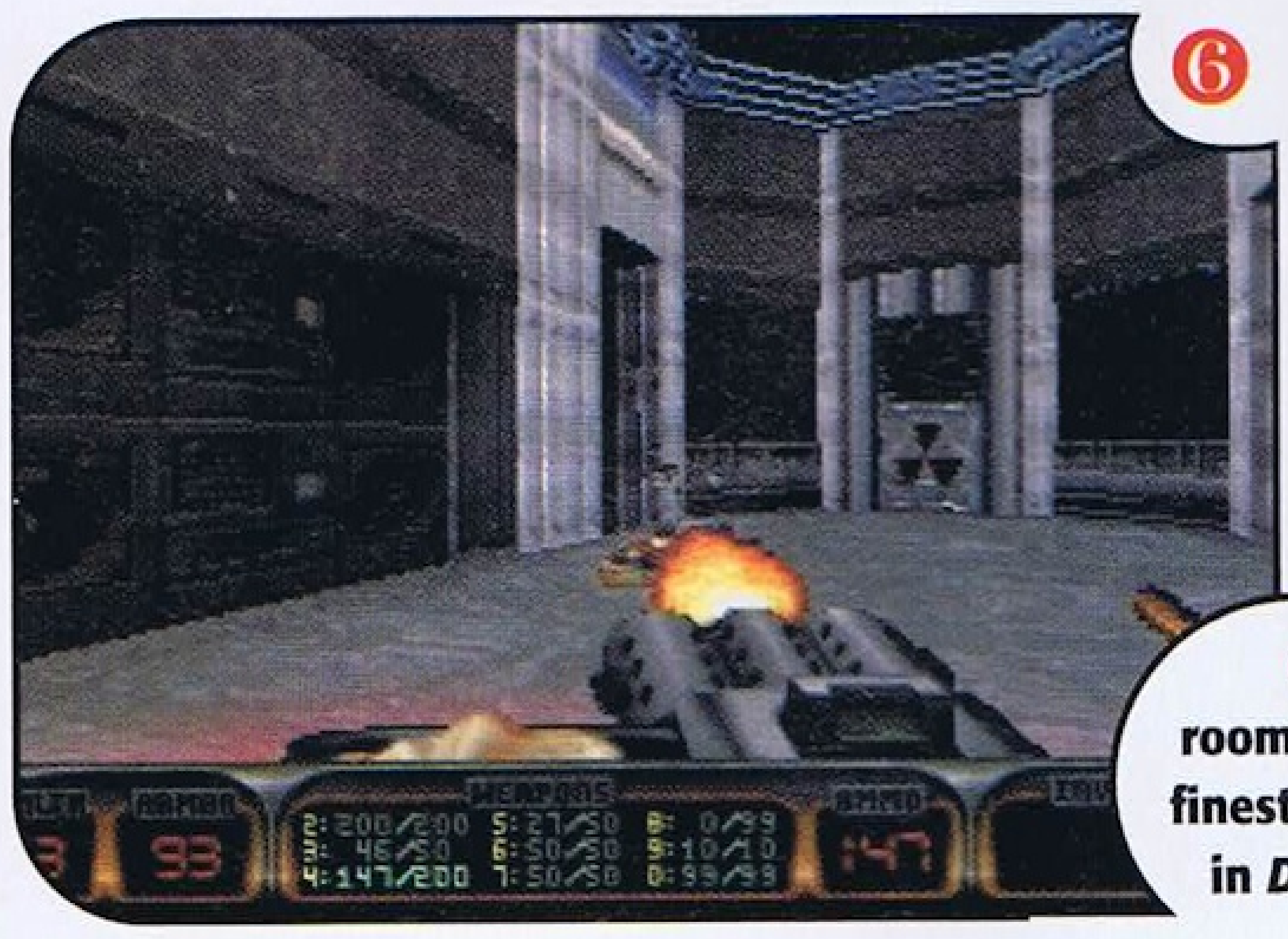
Night Vision
Allows Duke to see better in the many dark areas.



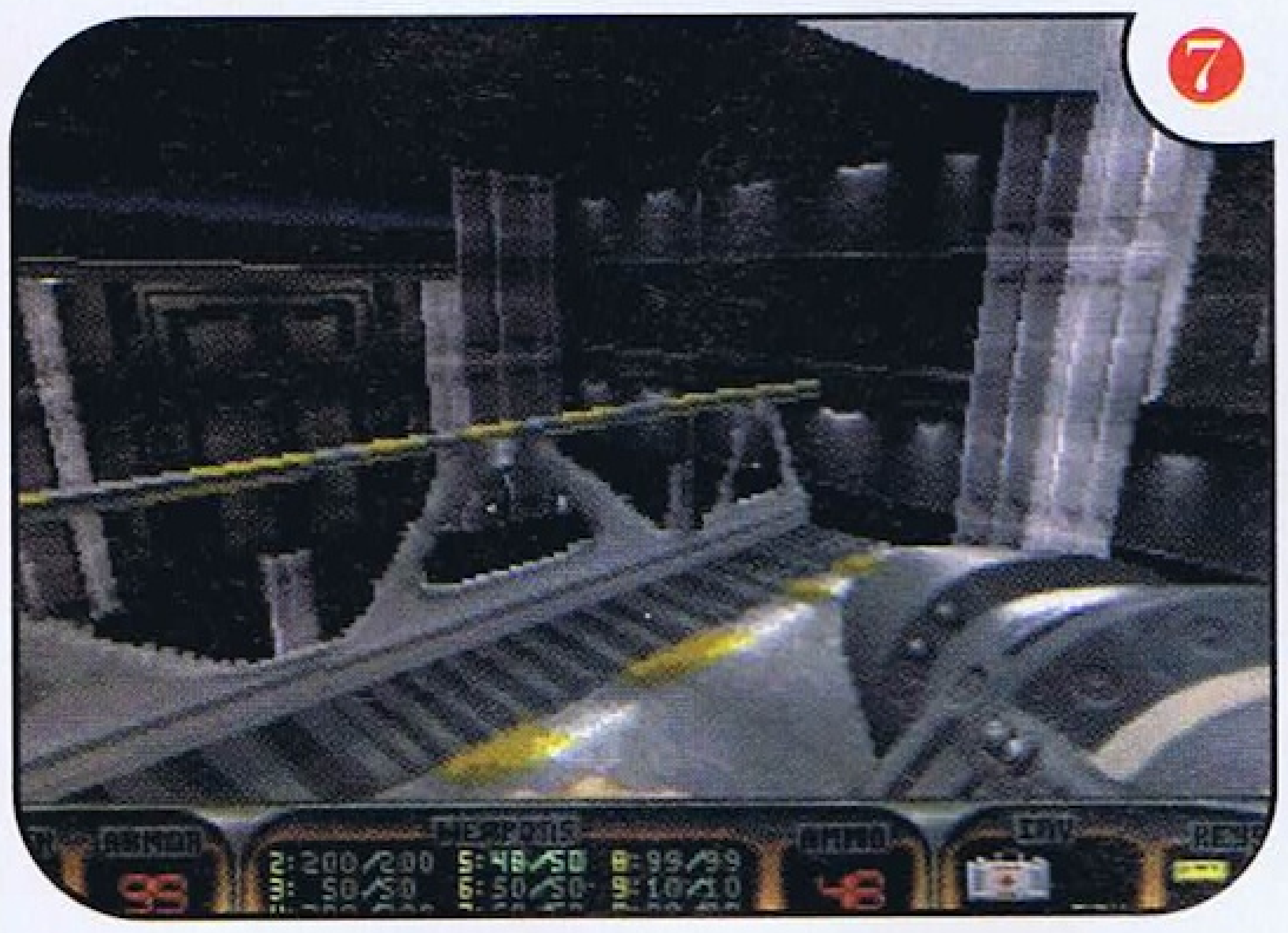
3D

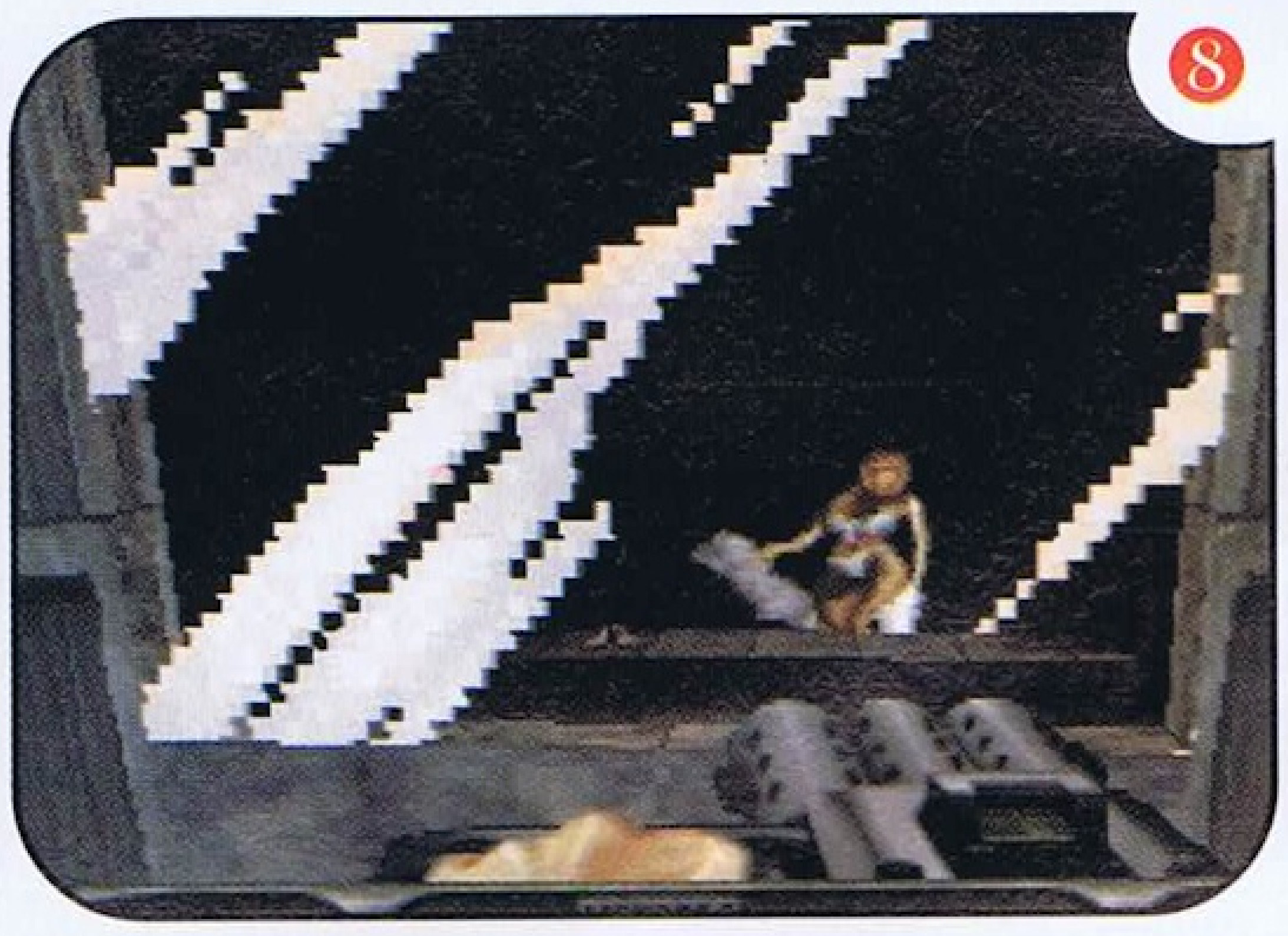
Players	One	**Levels**	26
Difficulty	Optional	**Release Date**	September '97
Top 100 Position	5	**Sega**	☎ (0181) 995 3399

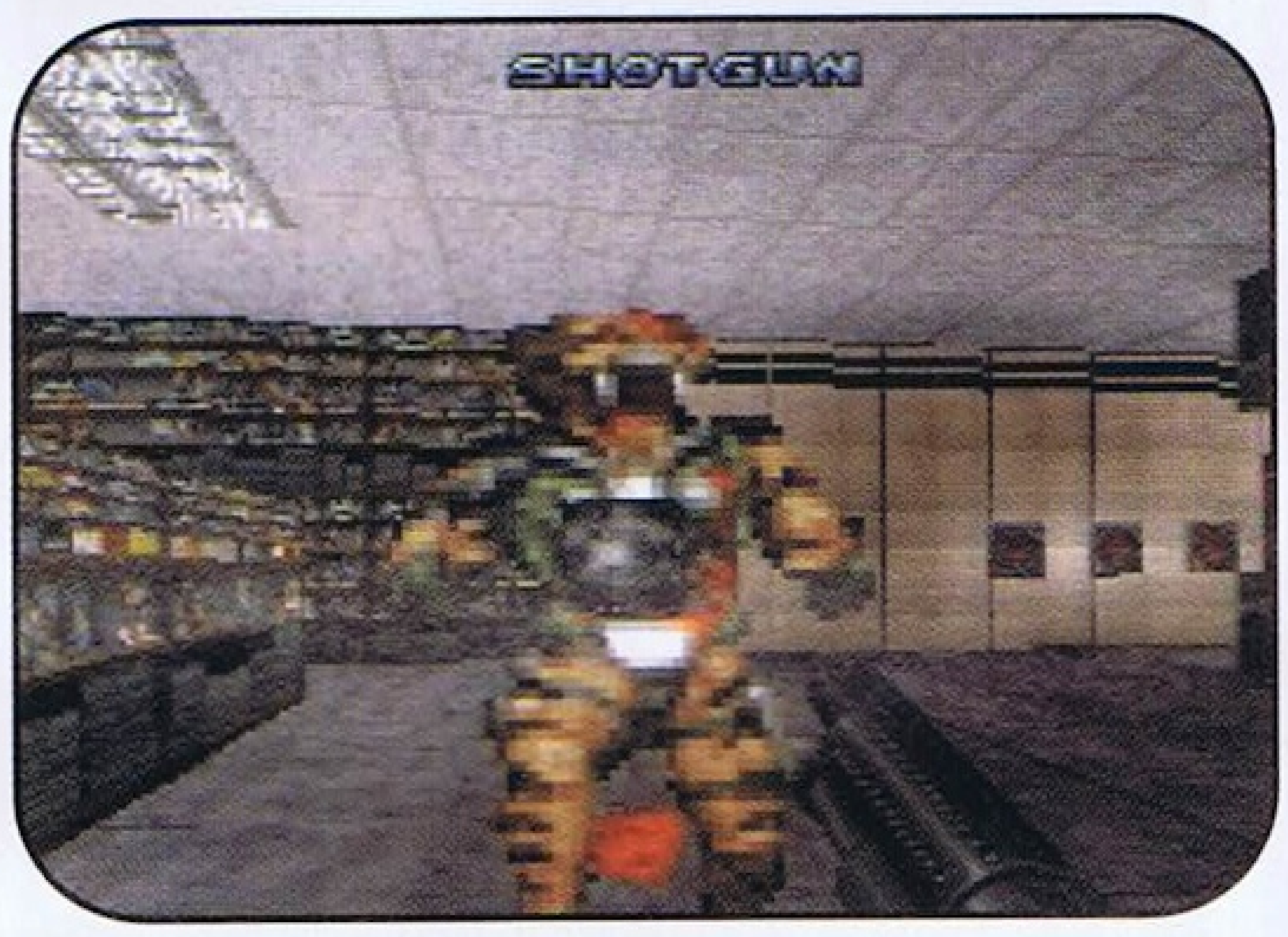




⑤ Take a gander at the light flare on the hotel room door. Fancy, eh? ⑥ This level is one of *Duke Nukem*'s finest. ⑦ And here's another bit of it. ⑧ The cinema found in *Duke*'s first level. ⑨ Space. All of it. Wow.





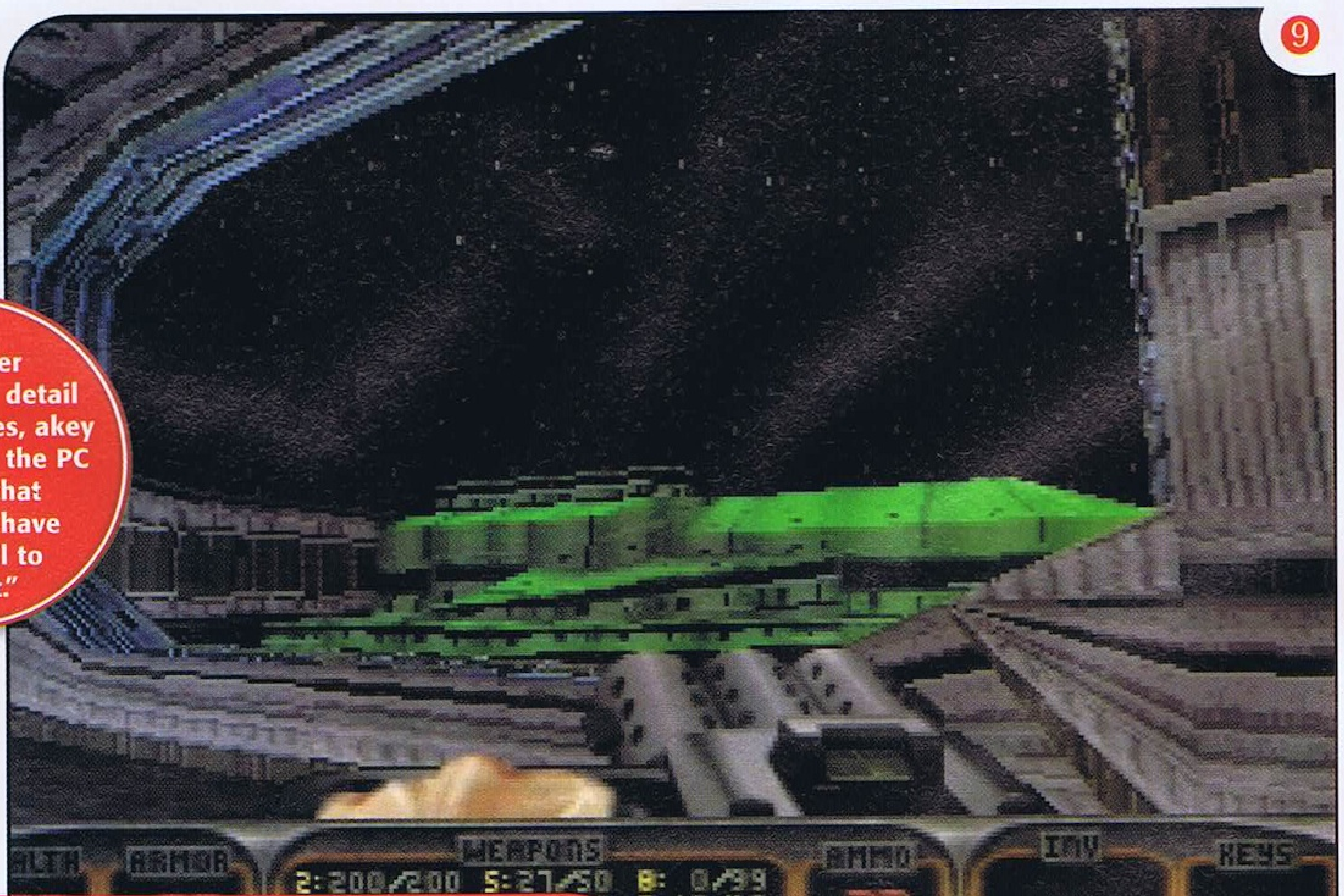


between assorted aliens (see boxout) and Nukem.

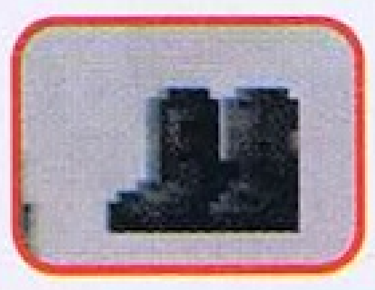
Whereas the PC version allows players to begin at one of three points – dividing the game into thirds – Lobotomy's conversion insists you start at the beggining. Initially, Duke is armed with pistol alone. However, through extensive exploration, an impressive arsenal of up to nine additional weapons can be collected. These are many and varied, with certain weapons proving effective against different aliens. Conserving ammunition is essential for survival; Duke's tenth weapon, his boot, is woefully inadequate against all but the weakest extra terrestrial.

Like *Exhumed*, Duke features exaggerated lighting effects; pistol fire illuminates corridor walls, rockets trailing off into the distance cast glows from their jets, and the shrinker emits an erie green luminance. But it's the sheer attention to detail that impresses, a key feature from the PC original that Lobotomy have done well to convert. Light switches can be operated, you can open the curtains at the cinema during the first level… a list could go on. In creating a semi-believable

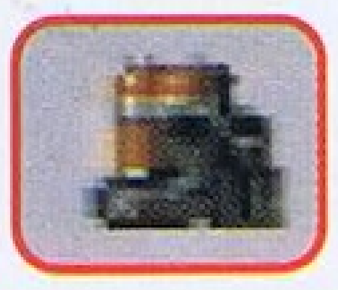
> "It's the sheer attention to detail that impresses, akey feature from the PC original that Lobotomy have done well to convert."



Protective Boots
Protects Duke from damage while wading through toxic waste.



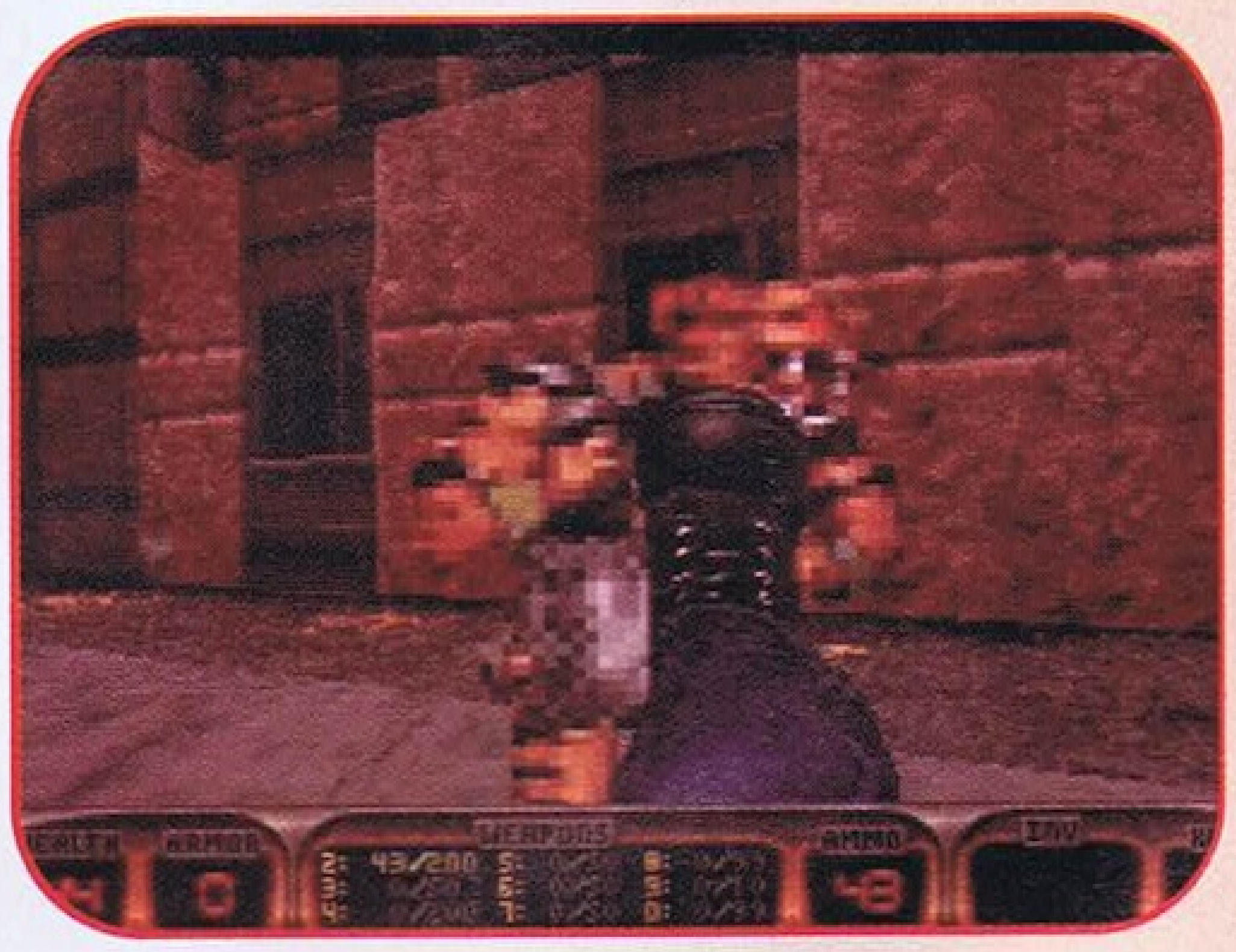
Scuba Gear
Lets Duke remain underwater for longer durations than his human lungs should.



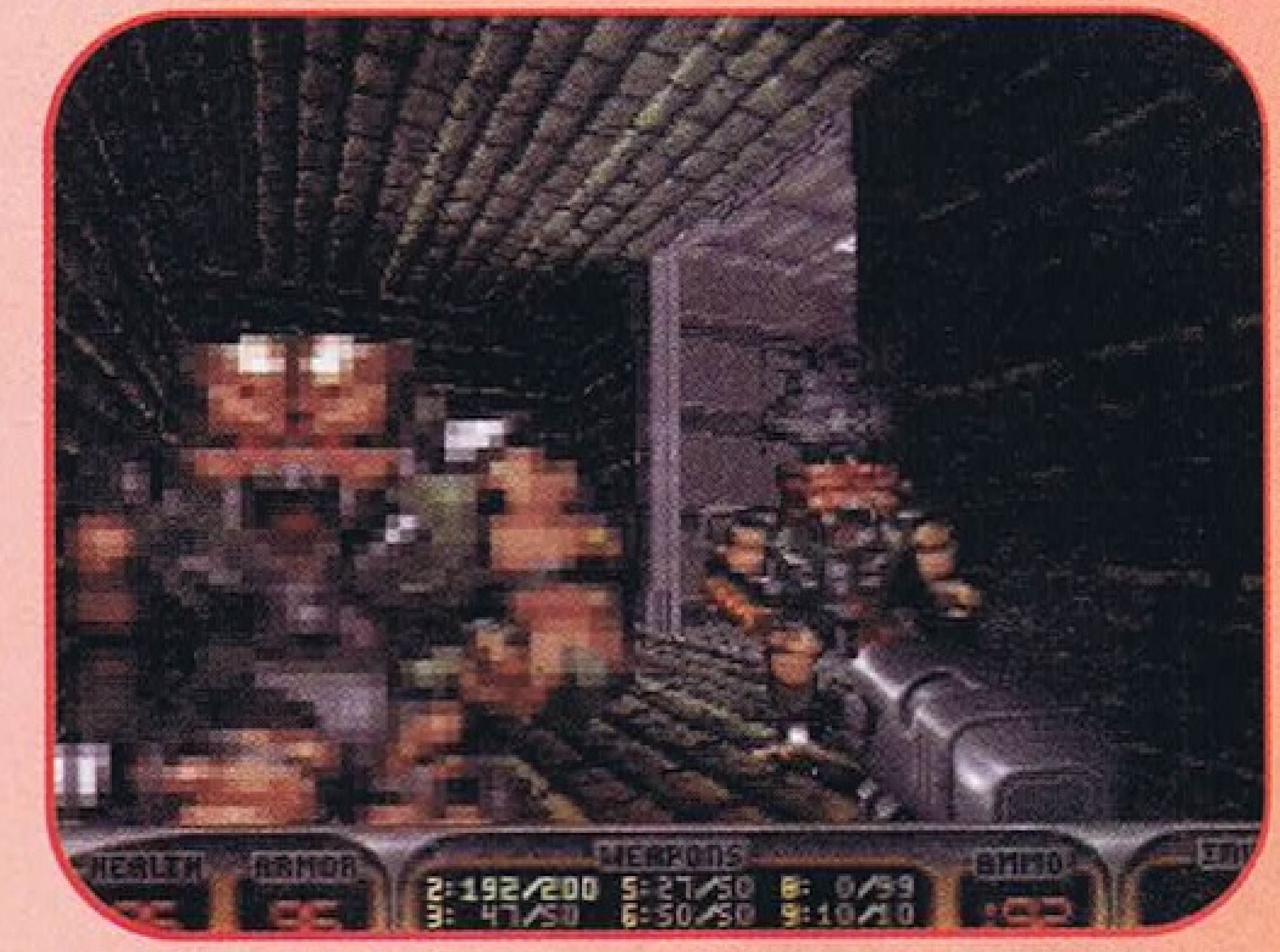
Jetpack
Duke can fly! An essential pickup.

Who wants some?

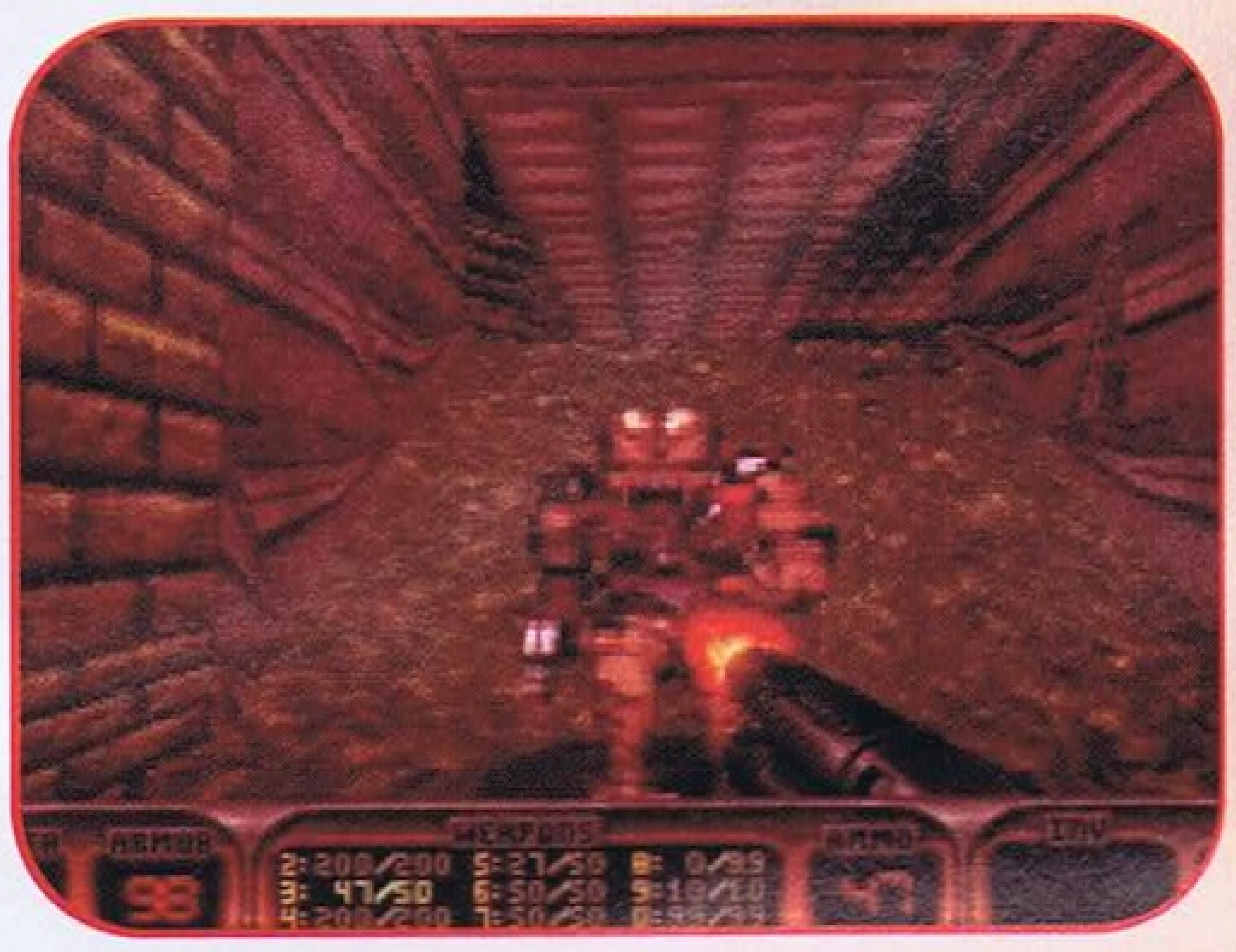
Duke has 10 weapons at his disposal, each of which prove effective in different situations. They make an impressive collection, as you can see for yourself here…



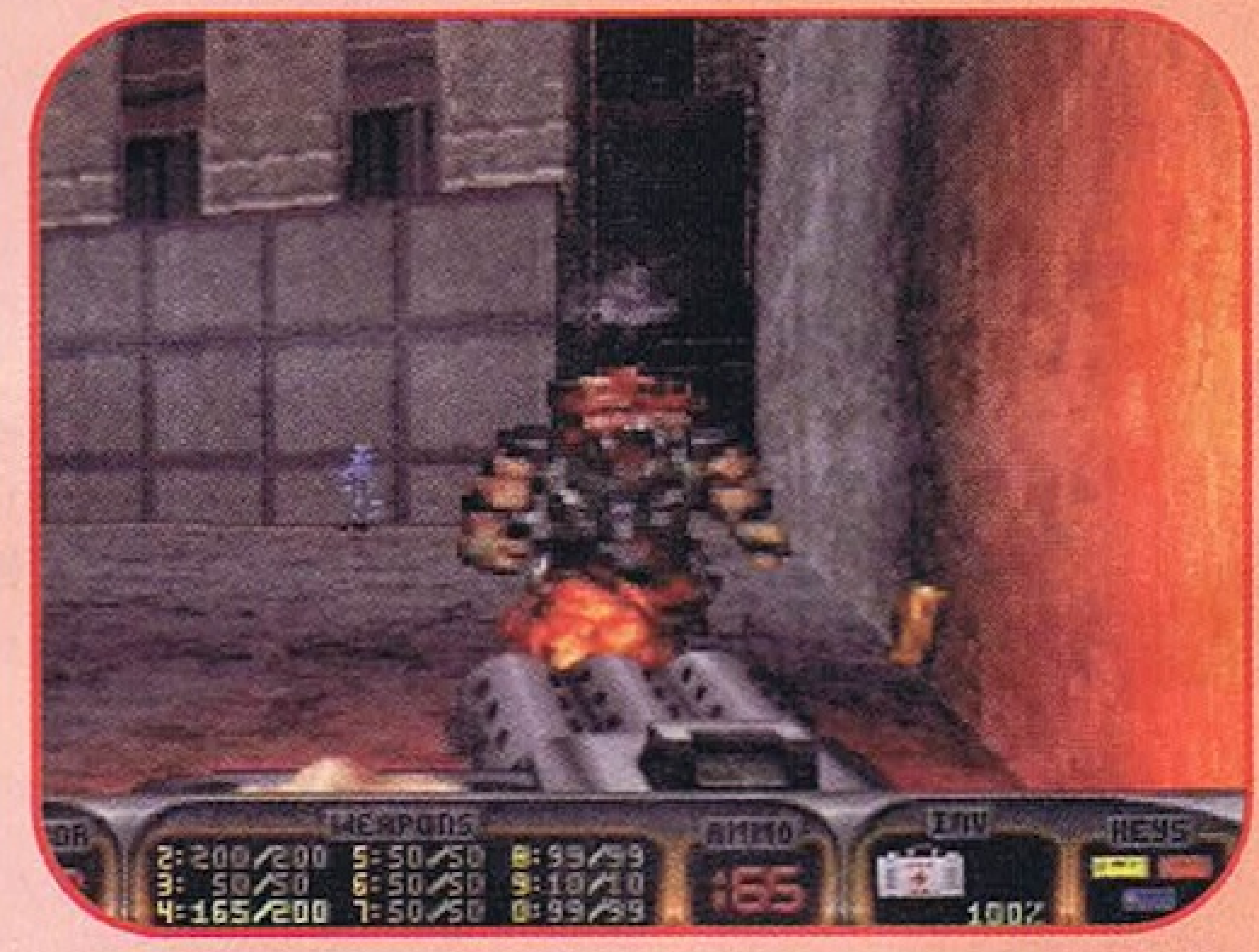
The Boot
Duke's size-tens are a last resort should he run out of ammunition for other weapons. Even bog standard alien troopers require three or four hits with this to die, during which time they can fire off a few, perhaps decisive, shots.



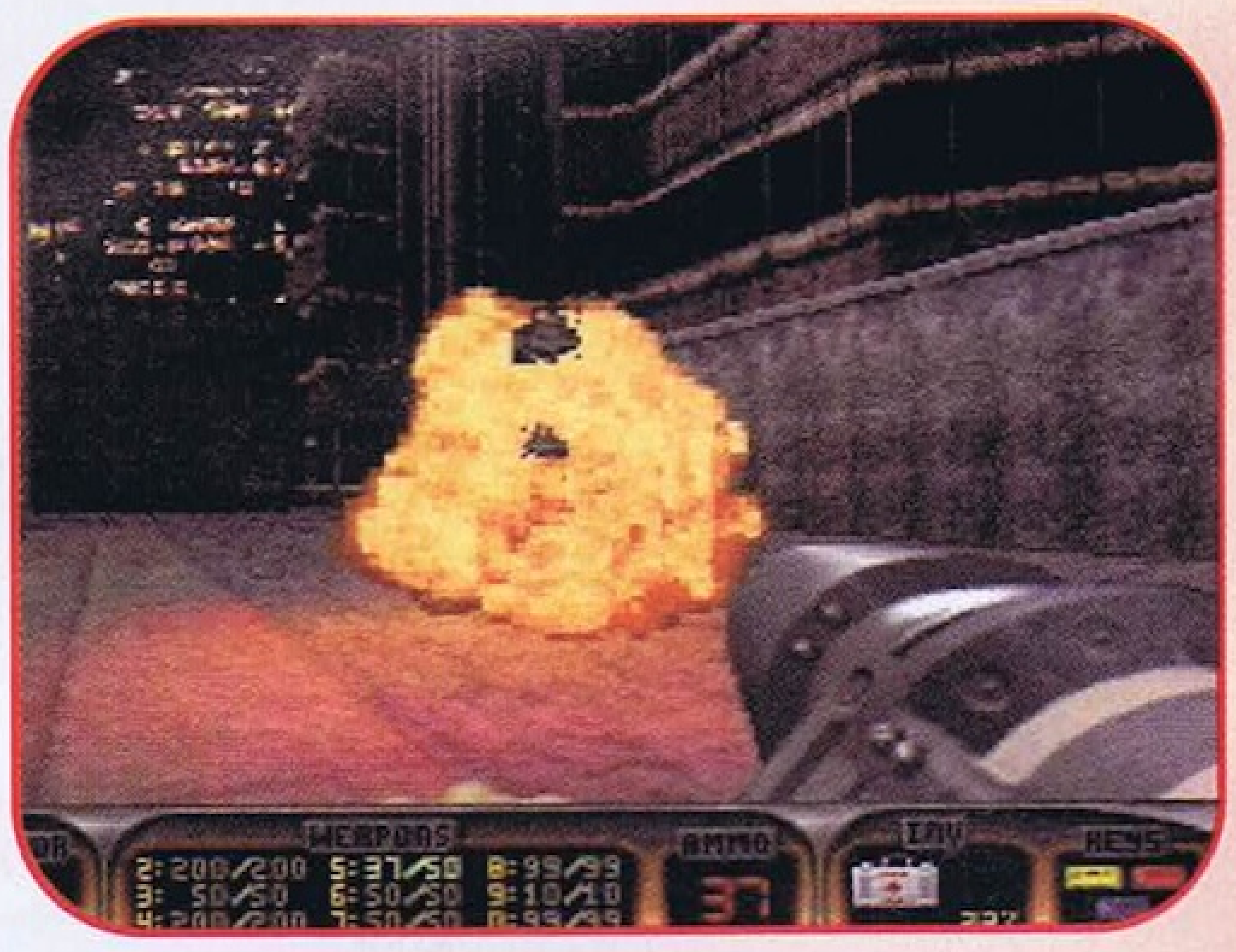
Pistol
Duke's first weapon. Useful only against weaker aliens, it's particularly handy for clearing areas of face-hugging creatures found in later stages.



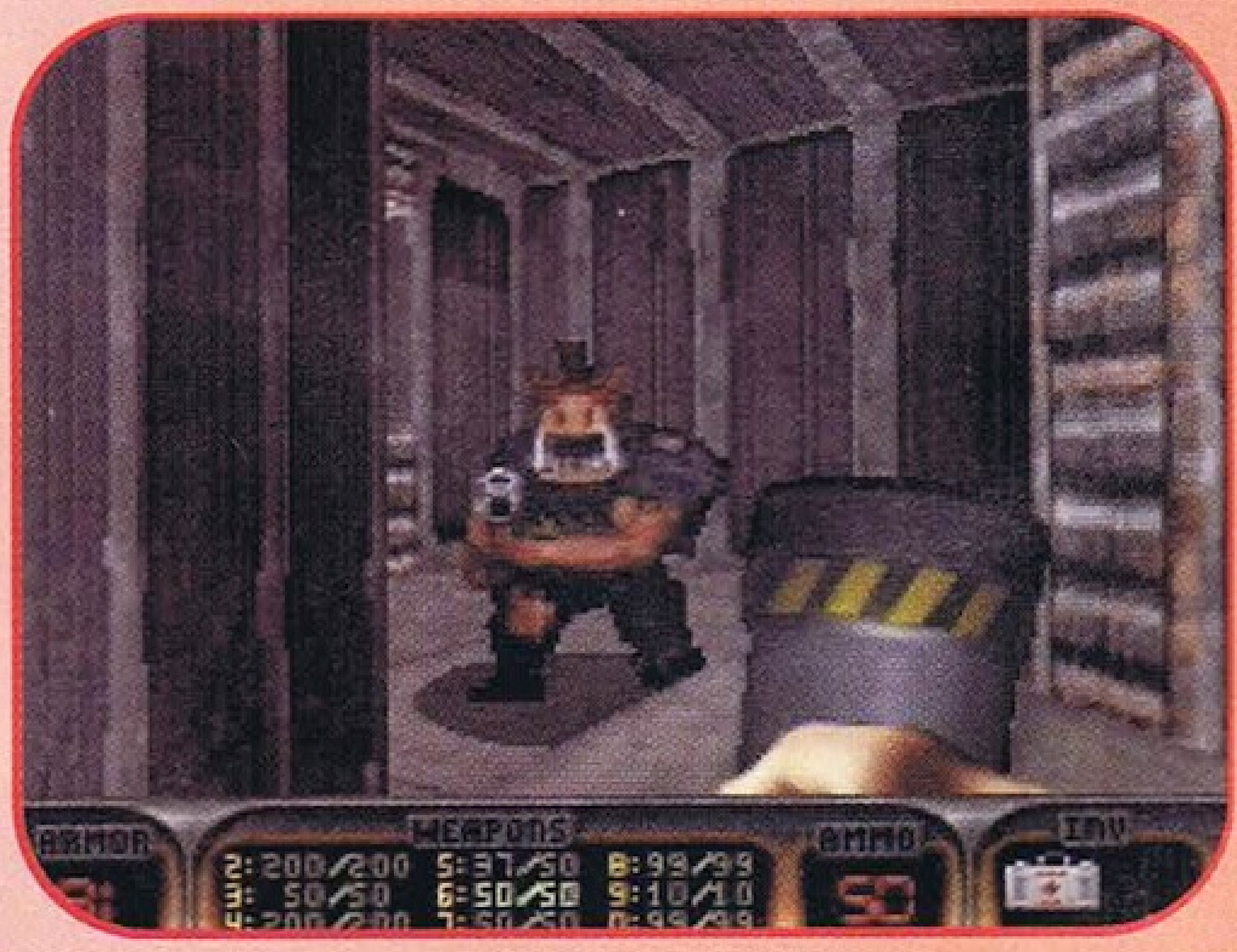
Shotgun
The classic Duke weapon, and one players will use more than any other. The shotgun is great for dispatching all but the most hardy of aliens.



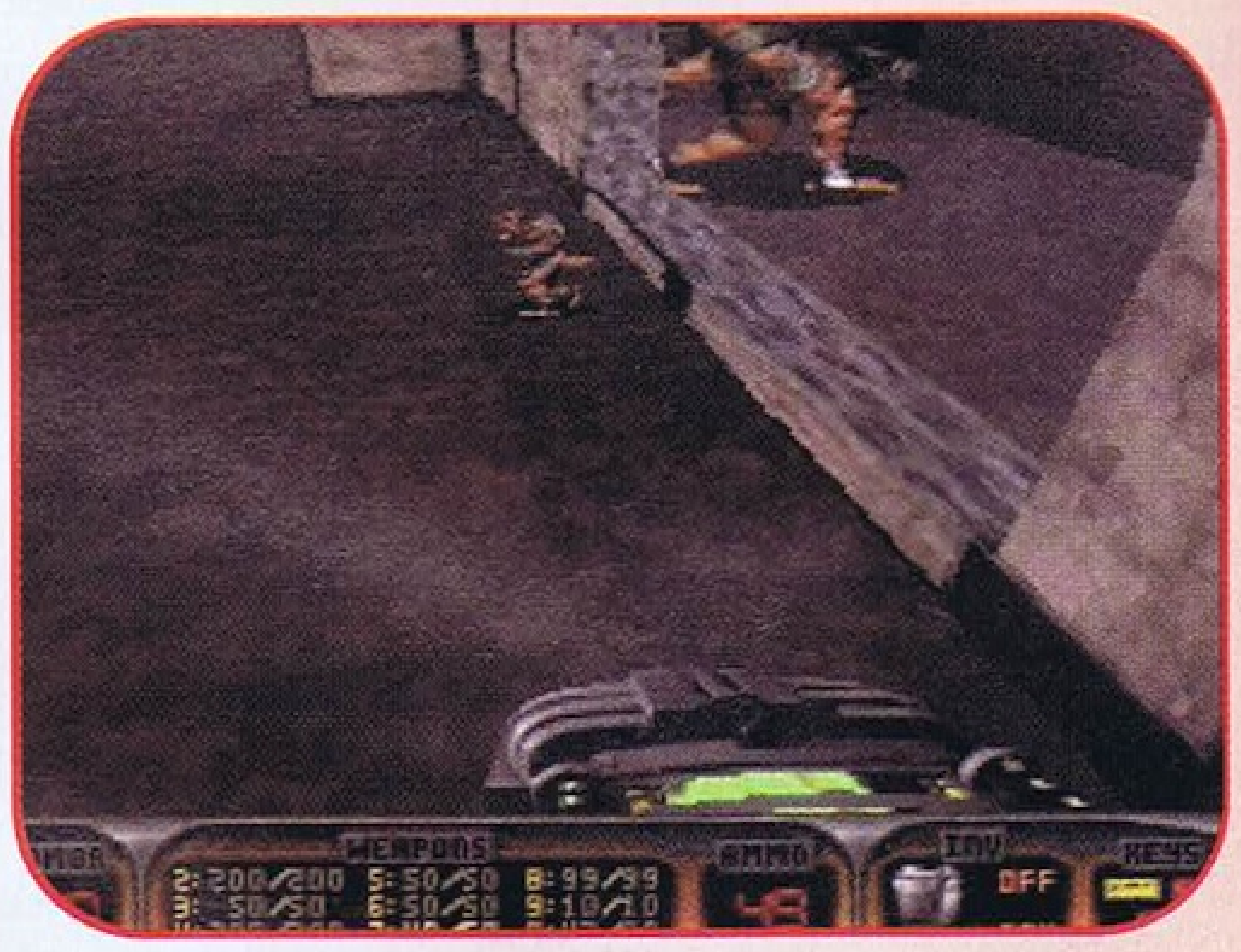
Chaingun Cannon
A rapid-fire weapon, the Chaingun Cannon requires a higher degree of accuracy from Duke. It offsets this weakness with rapid fire and no reload delay. It's also very effective for picking off the 'pig' aliens.



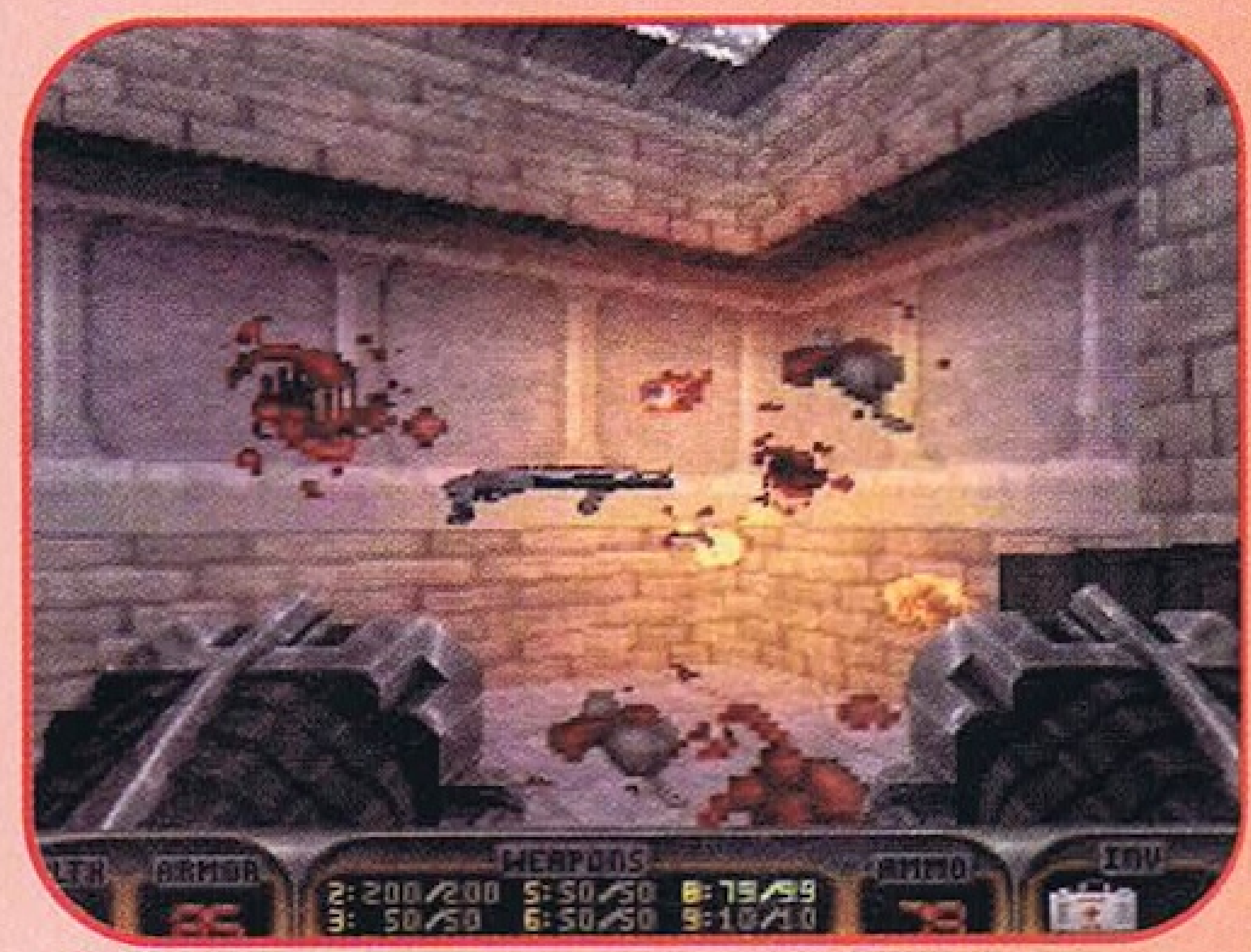
RPG
One of the most powerful weapons in Duke's arsenal, the RPG fires rockets capable of destroying almost any alien in one hit. It is, however, rather slow… and useless in enclosed areas.



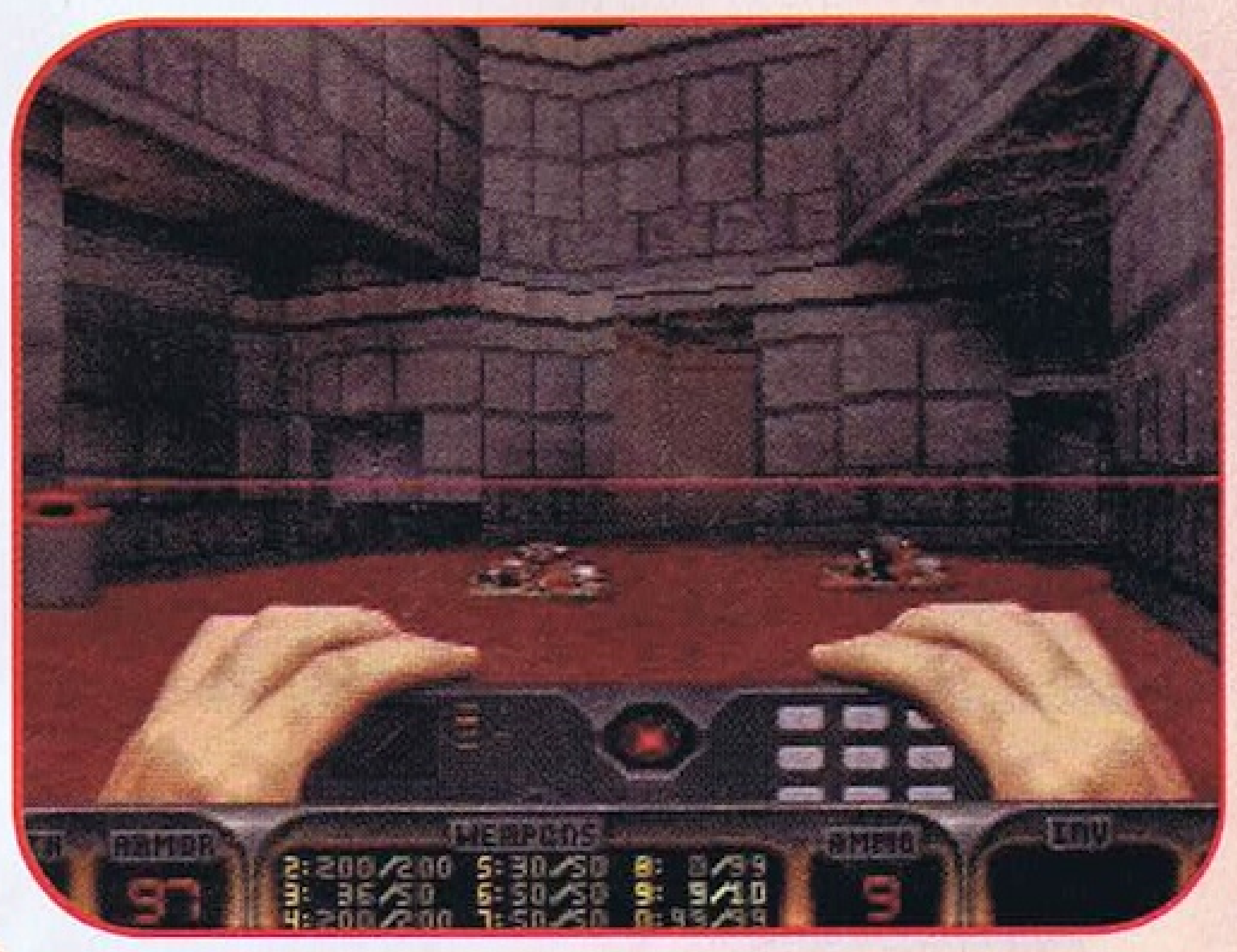
Pipe Bombs
A great weapon, and a rather unique one. By holding the fire button, players can set the velocity at which Duke throws the bomb. Once thrown, another press of the button detonates the pipe. It's simple to use and remarkably effective.



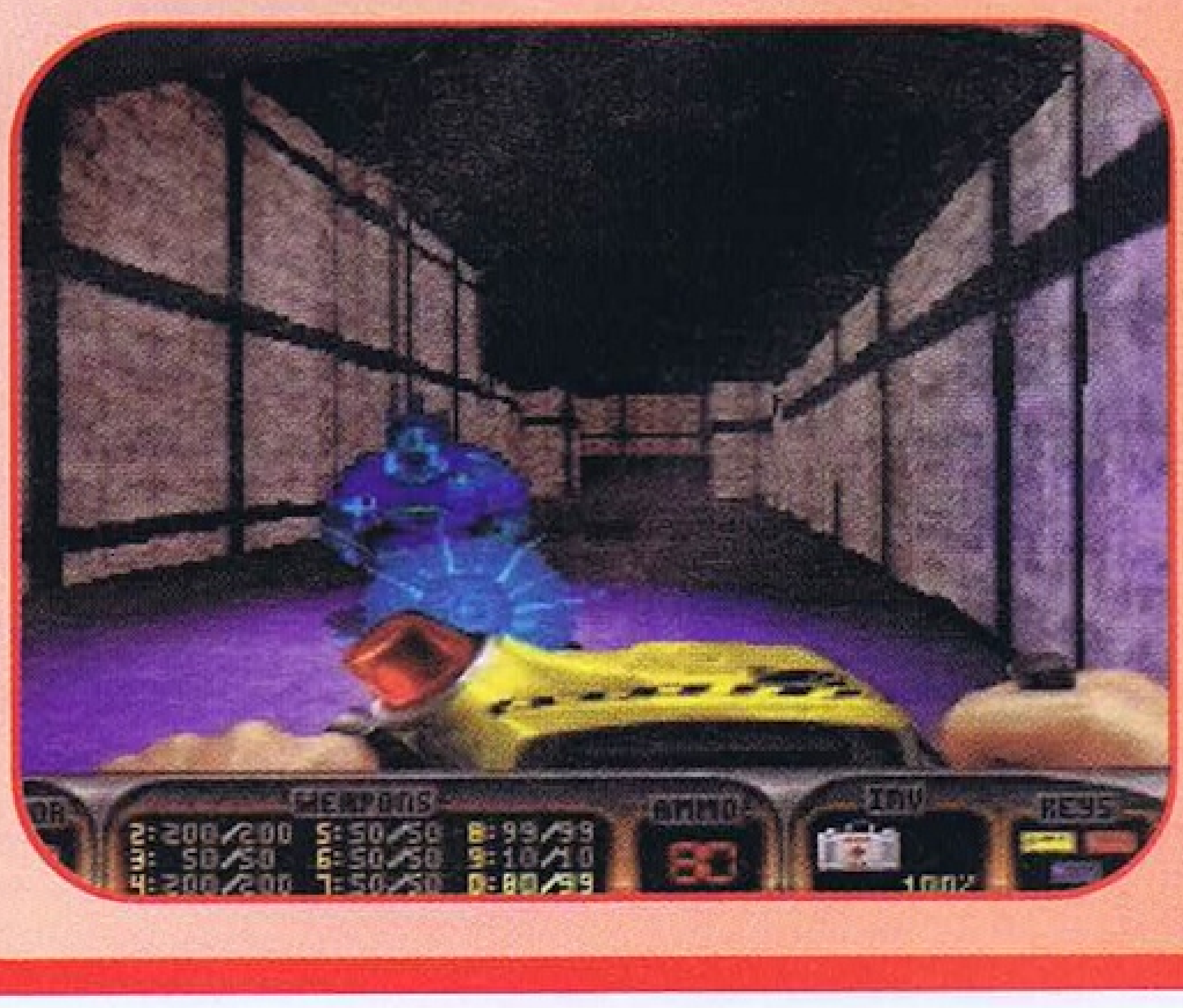
Shrinker
Guaranteed to raise a laugh when first used, the Shrinker does as its name suggests – it reduces aliens to a tiny size. Once shrunk, players can move Duke over to the minaturised creautre so he can stamp on it. Ugh…



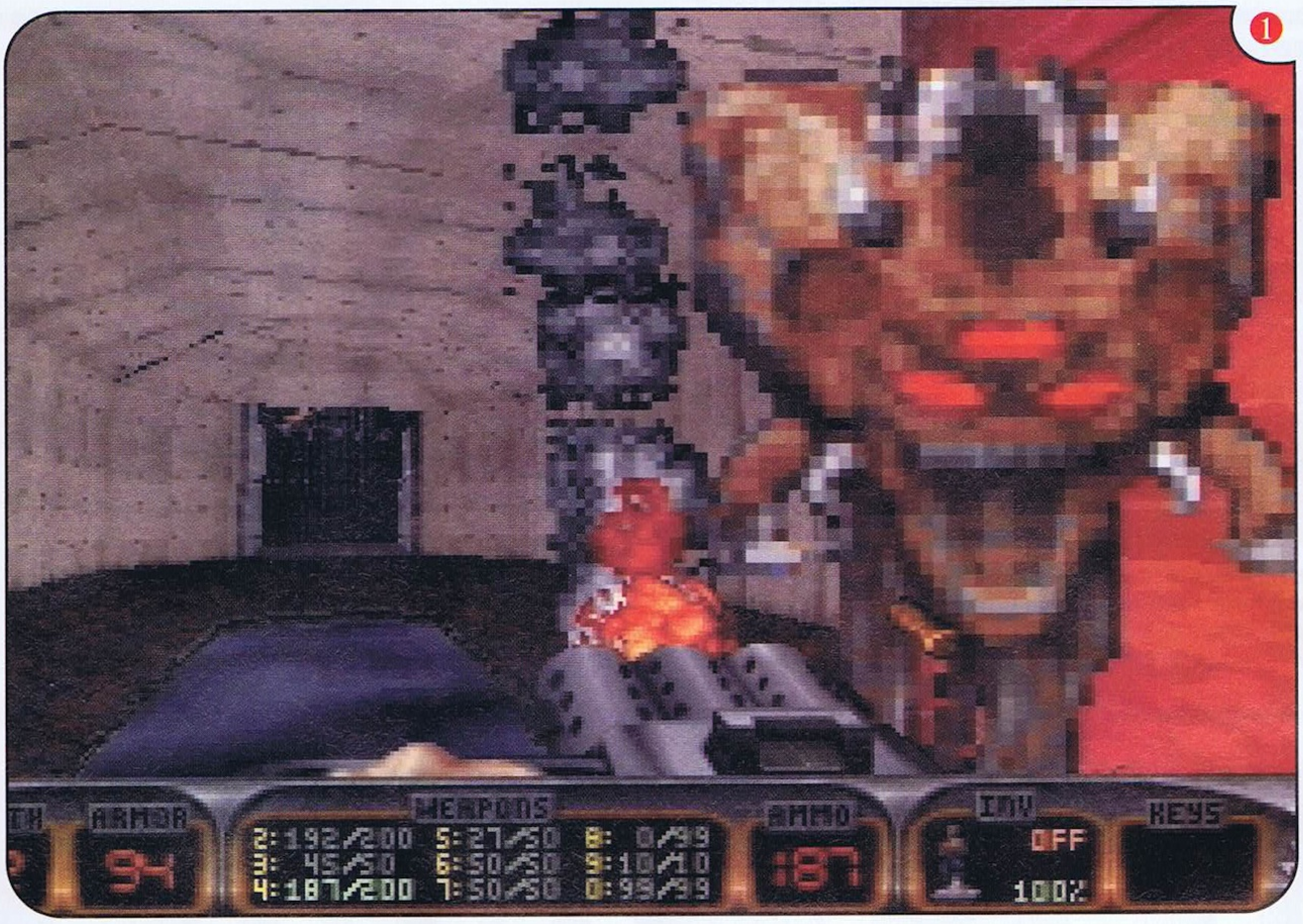
Devastator
The Devastator literally rips assailants apart. Firing in bursts of two, it's the best weapon to use against the tougher aliens carrying Chaingun Cannons. It's awkward for enclosed or close-range combat, though – the impact explosion also harms Duke.



Laser Tripbomb
Another clever weapon, but rather less useful than the Pipebomb. The Tripbomb can be placed on a wall. Once Duke has moved, it emits a laser tripwire horizontally to the adjacent wall. Once the laser is 'tripped', an explosive is activated. Perhaps designed with a two-player mode in mind… alas, not an option for UK players.



Freezethrower
A novel one, this. The Freezethrower fires bolts that turns most aliens into ice. Duke can then stroll over and kick 'em to shards. This weapon can also be bounced off walls.



environment, 3D Realms – Duke's original developers – elevate it above the mire of average *Doom* clones with their nondescript corridors and bland rooms.

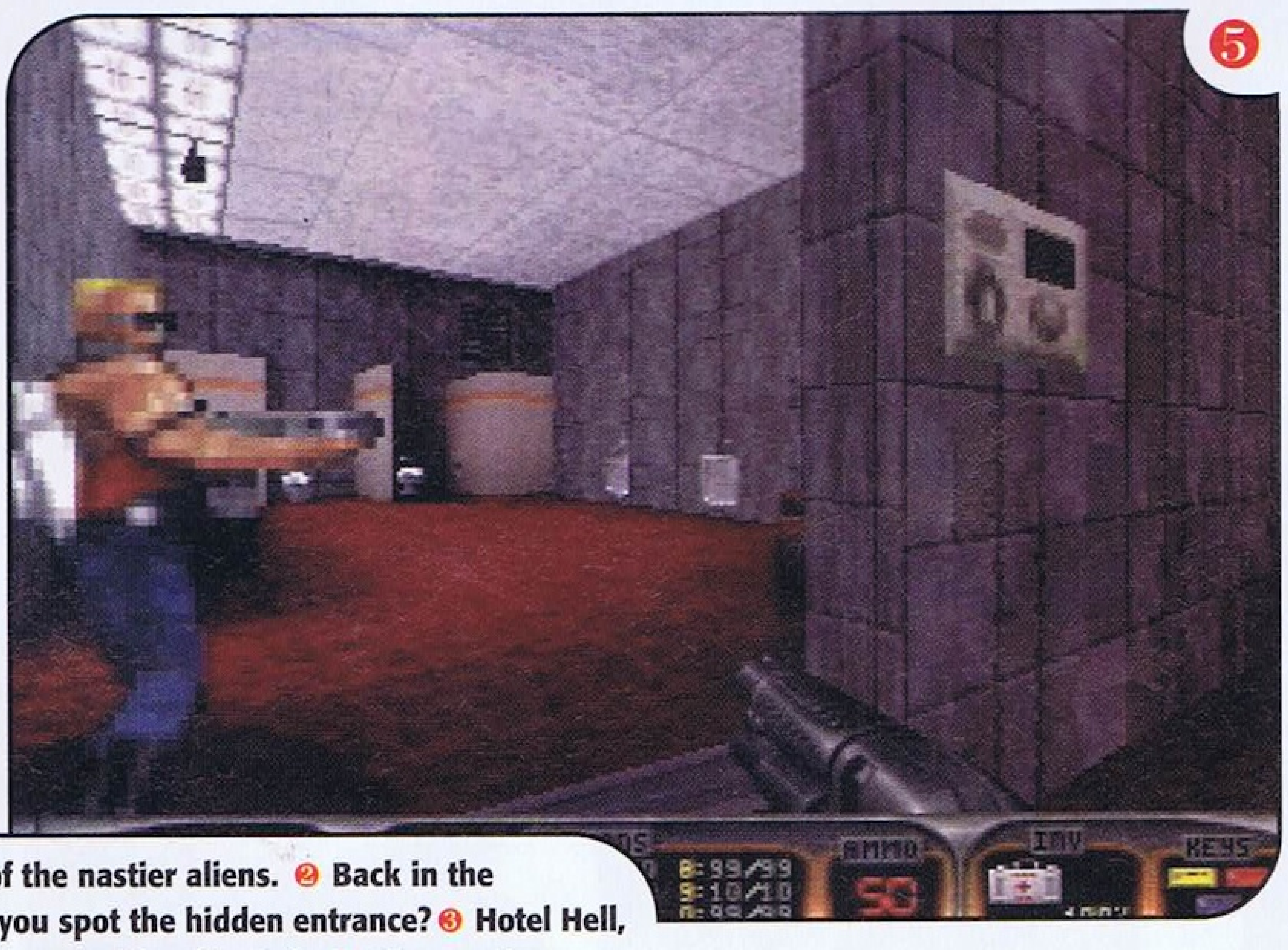
Sound, too is an aspect of Nukem's gameplay that rarely fails to impress. Sound effects are judged by distance, thus providing Duke with warnings of alien ambushes. Aliens growl when they first spot the player, large explosions are complimented by an accordingly loud effect (and an impressive juddering screen effect) while distant laser fire sounds, believe it or not, like distant laser fire.

The majority of *Duke Nukem*'s play involves gun battles. And they're excellent, truly excellent. Most first-person shoot-'em-ups are limited in that enemies lumber towards the player with little intelligence. They're cannon fodder at best. Duke's assailants are smarter and, by comparison, more deadly. Those hoping to simply run through levels with no regard for safety will find themselves pushing up the daisies with alarming regularity. However, once players get to grips with strafing, using scenery as cover and utilising the pre-emptive strike that is the Pipe Bomb, it's possible to last a little longer.

In many ways, *Duke Nukem* comes closer to providing multiplayer-style battles for the solitary gamer than any other title. It's the ultimate one-player blast in this respect. *Even Quake*, in its most powerful form on two grand's worth of PC, pales in comparison for the lone gunner.

Duke Nukem goes straight into the **Saturn Power** Top 100 at number five. It's an essential purchase that is also, incidently, exponentially better than its PlayStation rival. You won't find a better Saturn shoot-'em-up for love nor money. Buy it.

James Price



① One of the nastier aliens. ② Back in the cinema. Can you spot the hidden entrance? ③ Hotel Hell, the second from last level in *Duke* ④ Mirror, mirror…

COMPARISON

DOOM

▲ It's *Doom*! Hooray! A game worthy of conversion!
▼ But it's crap.
The standard of *Duke*'s conversion highlights just how piss-poor Rage's Saturn version of *Doom* really is. It's vaguely playable, simply because the original design is so strong, but this turgid pile of waste would look more at home on a Mega CD. Don't. Buy. It.

SECOND OPINION

There's very little I can say about this game that hasn't already been covered by James in the review. I'd played the PC version to death last year and was pleasantly surprised to see that Lobotomy have done a fine job in the conversion.

Any gripes? Well, there's always one or tow, isn't there? I've heard that the PSX version might have all the levels from the platonium pack and a few ones exclusive to that machine… why couldn't the Saturn have the same? That aside, this is still one of the best Saturn games you'll play this year.

Dean Mortlock

VERDICT

Graphics

8

Fast, smooth, detailed. *Duke* boasts a better engine than the PC original…

Sound

7

The background music varies between good and bad, but the SFX are superb.

Group play

4

Alas, no Netlink in the UK means no two-player *Duke* in the UK. Arse, arse and thrice arse!

Lifespan

8

Four skill levels, hundreds of secrets and around twenty-six levels. Now there's value.

Superb. Needlessly puerile, bordering on the offensive, Duke is a superb shoot-'em-up. Lobotomy deserve a medal for the standard of this conversion.

94

Meet the Super Heroes

Spiderman

"Spiderman! Spiderman! Does what only a spider can" went the ditty. I'd like to see a spider kick Jug's head off.

Captain America

Having recovered from his awful 1980s movie outing, the Capt' is able to do one-handed, sideways press-ups. Hard!

Iron Man

"Hic... burp... where's me kebab and cab?" Iron Man must surely sober up before attempting to run away...

Jugs

The word "Jugs" obviously doesn't have the same resonance elsewhere. But he really has got great... moves.

Magneto

The fact that he has no worries about electricity bills enables Magneto to concentrate on vile levels of ultra-violence.

Marvel Super

You're A Lovely Mover

BLACKHEART
6 HIT

1P- 218301
BLACKHEART

1P-
BLACKHEART

Fancy taking on a bunch of guys in spandex and saving the whole of creation? You do? Well walk this way then…

How would you like to go to work in tights and a shield? Captain - 'fine dancer' - America takes up the challenge together with nine other stars from Stan Lee's Marvel comics. It's all a bit of a blinder, featuring multiple aerial attack combinations and a host of all-round 2D death defying beat-'em-up thrills. But as we're getting ahead of ourselves here, let me start back at the very beginning.

Comics in general, and super heroes in particular, were forever mirroring real life events – providing a subversive way for 1950-60's artists and scriptwriters to comment on society's mores by reinventing history in a universe where nothing is fair, yet good always prevails.

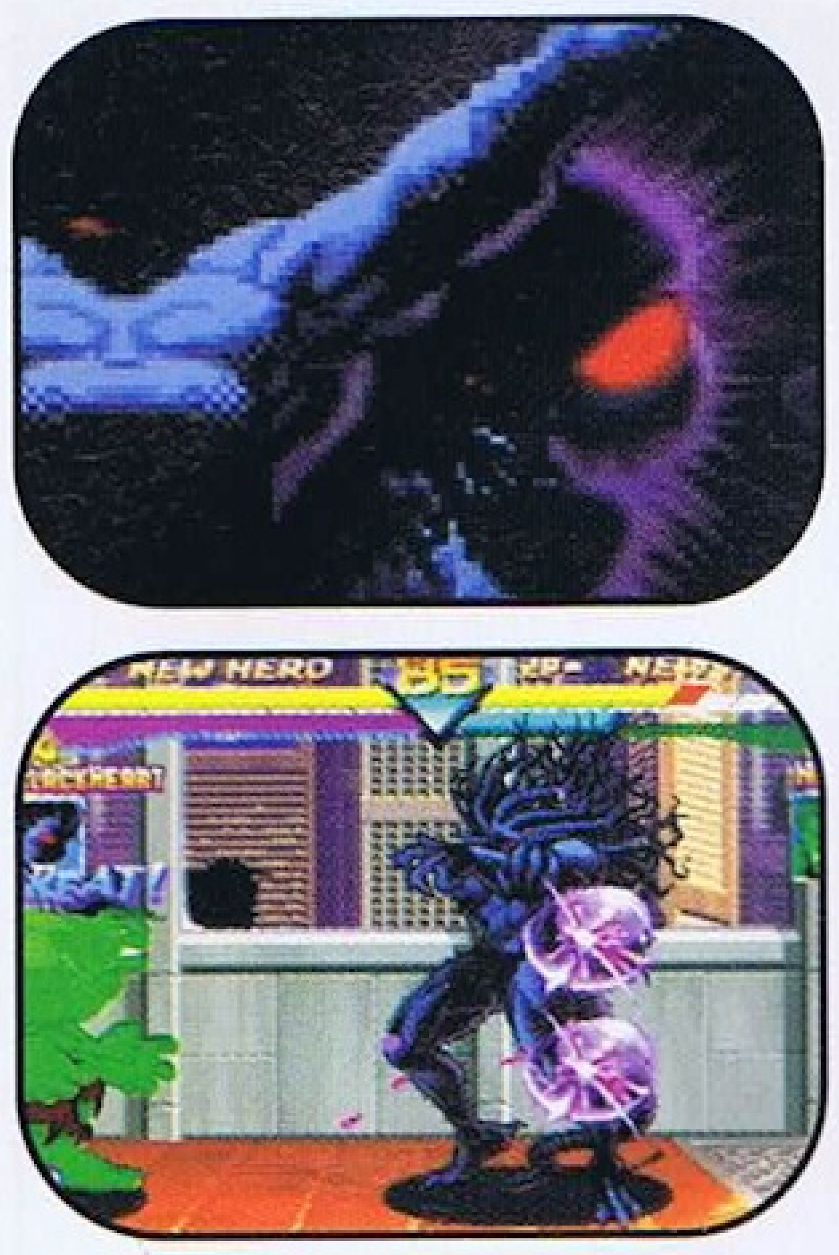
The characters in question, with scarcely a thought for their own personal safety, were almost always social outcasts, righting the wrongs of the corrupt, scary and just plain evil beings who co-habited the planet.

Tony Stark, the character behind Iron Man was an alcoholic and also disabled. Psylocke had her eyes gouged out and replace with bionic ones. Spiderman was obsessed with his

Marvel characters TM&© 1996 Marvel characters Inc. All rights reserved. © Capcom Co Lt

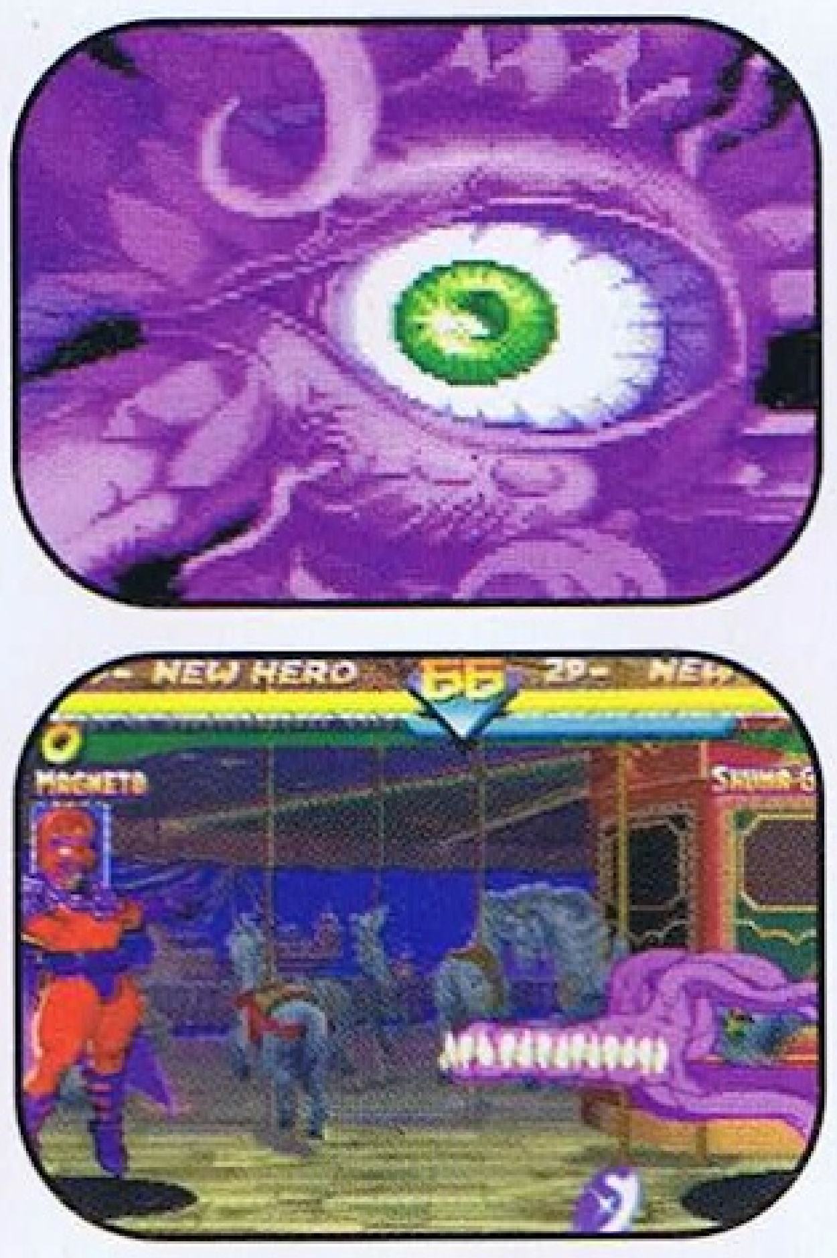
Players	One-two	**Characters**	10
Difficulty	Medium	**Release Date**	October
Top 100 Position	3	**Virgin**	☎ (0171) 368 2255

Black Heart



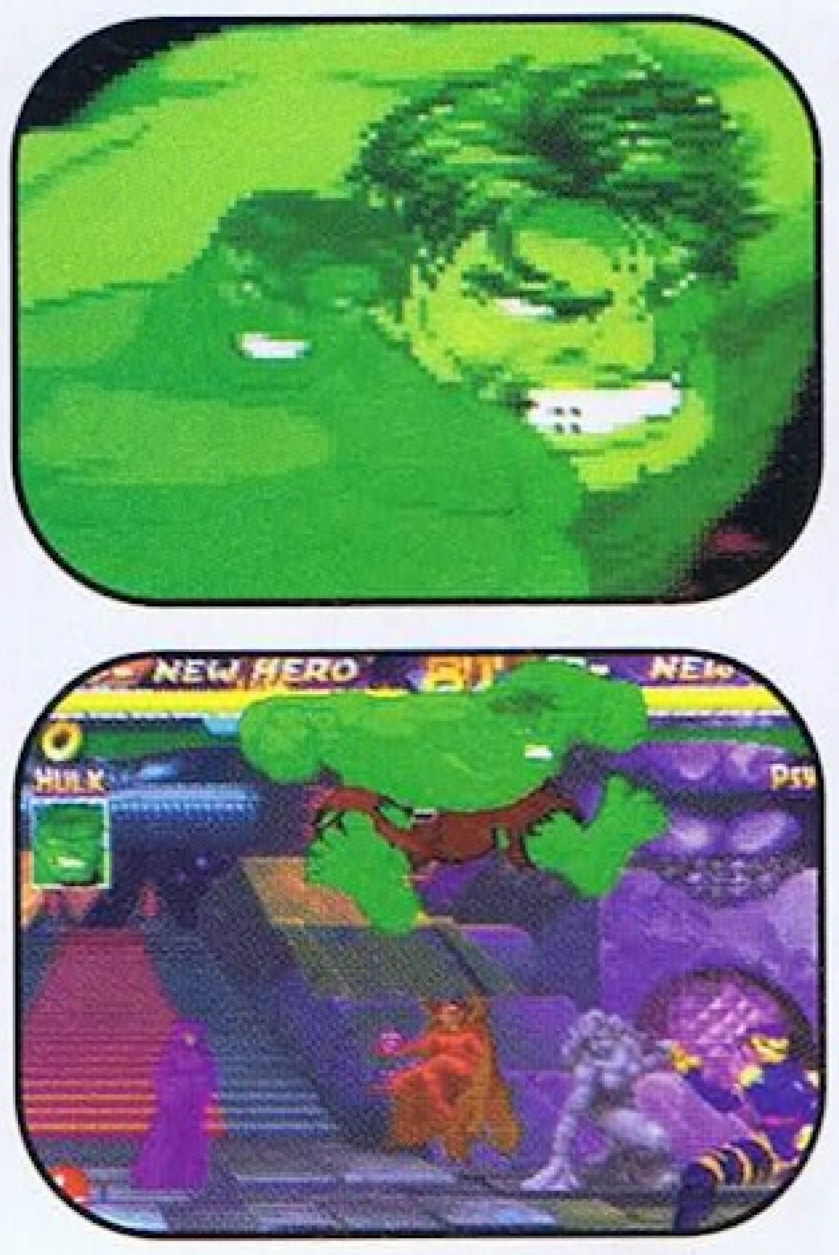
Or "Misunderstood Man"? Nope, there's no stopping ol' Blackie, and the joy is that you get to be him forever!

Shuma Gorath



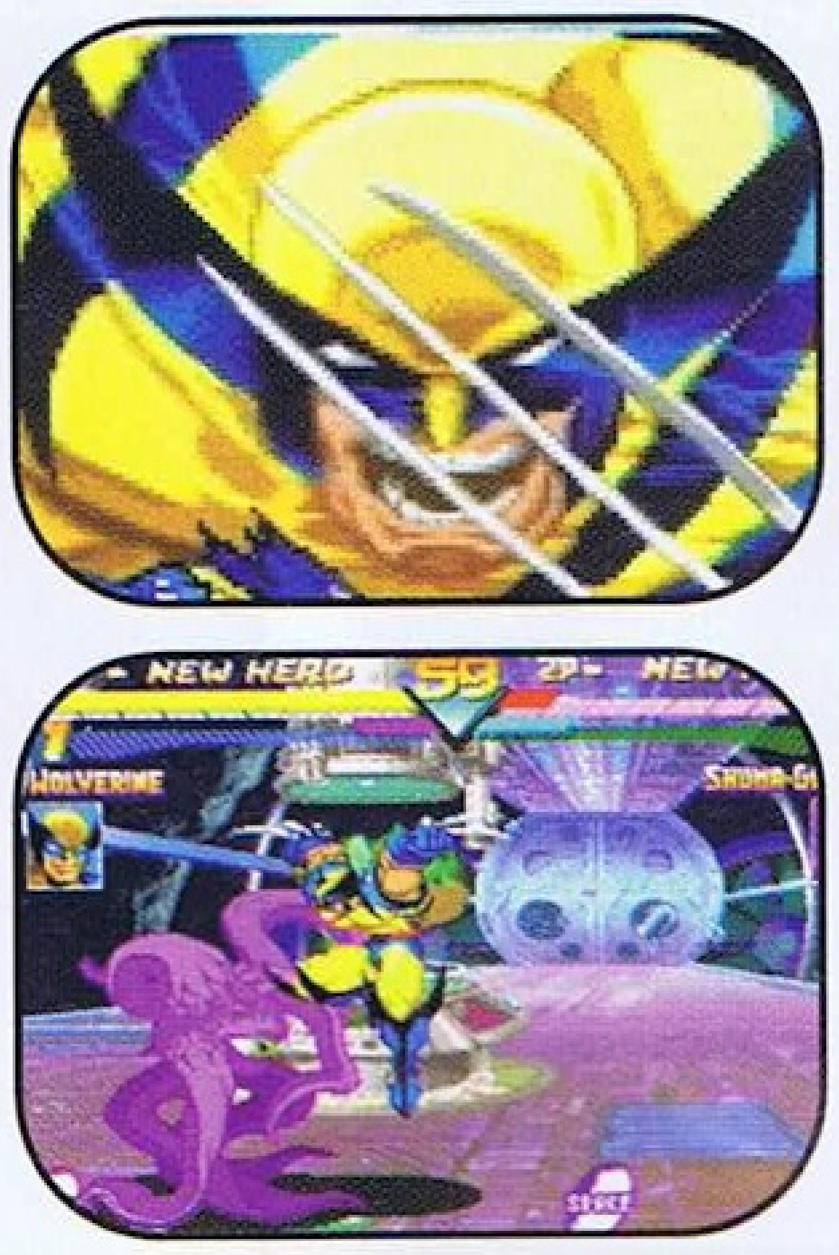
"Gorath" isn't that a Welsh name? No, that's "Yorath". Oh well, Shuma could probably take Cardiff in a fair fight.

The Hulk



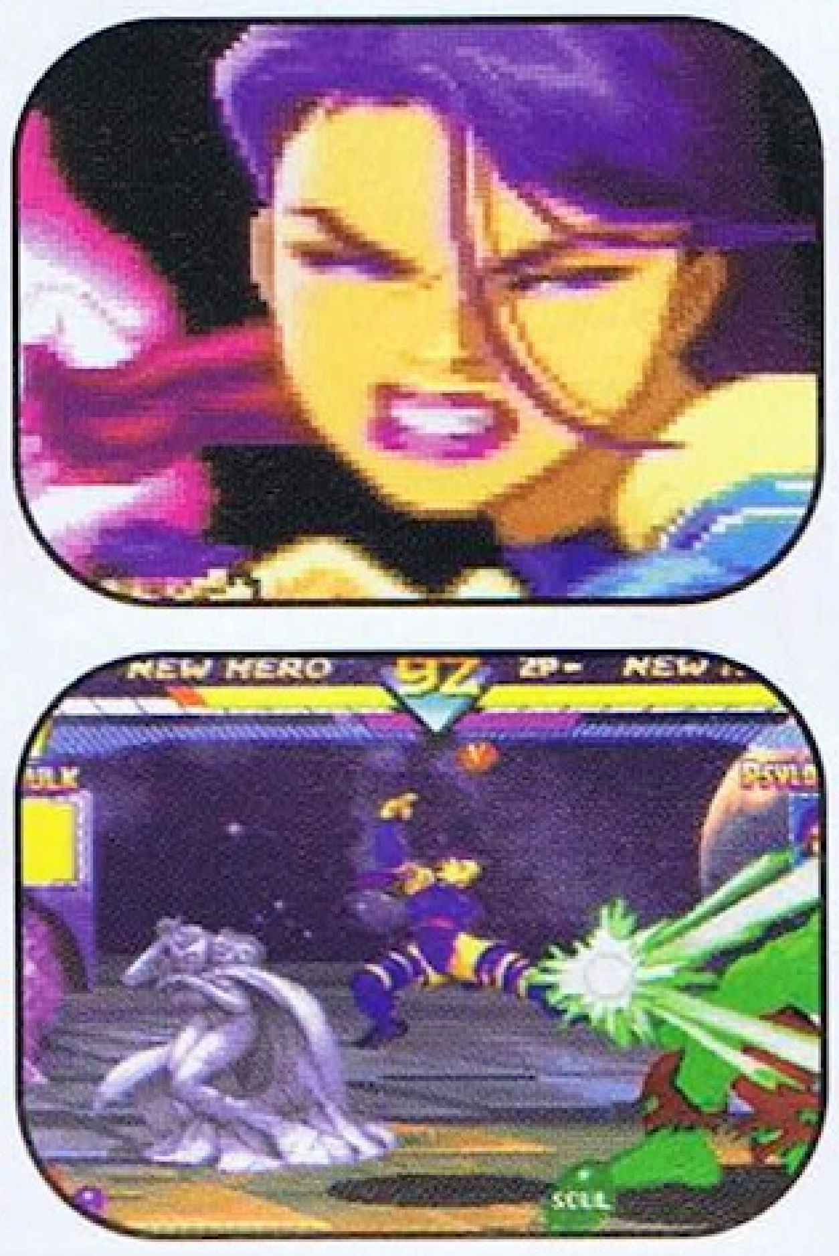
Five words: "Bruce, Banner, of, rid, get". The Hulkster is a terrifying foe usually, but excels himself here.

Wolverine



Might sound a little bit like 'margarine' but you can be sure that it's your insides he's going to spreading.

Psylocke



"Eye, eye. What's going on here then?" She's back, she's cute, she's psychic and she kicks like an Ultra.

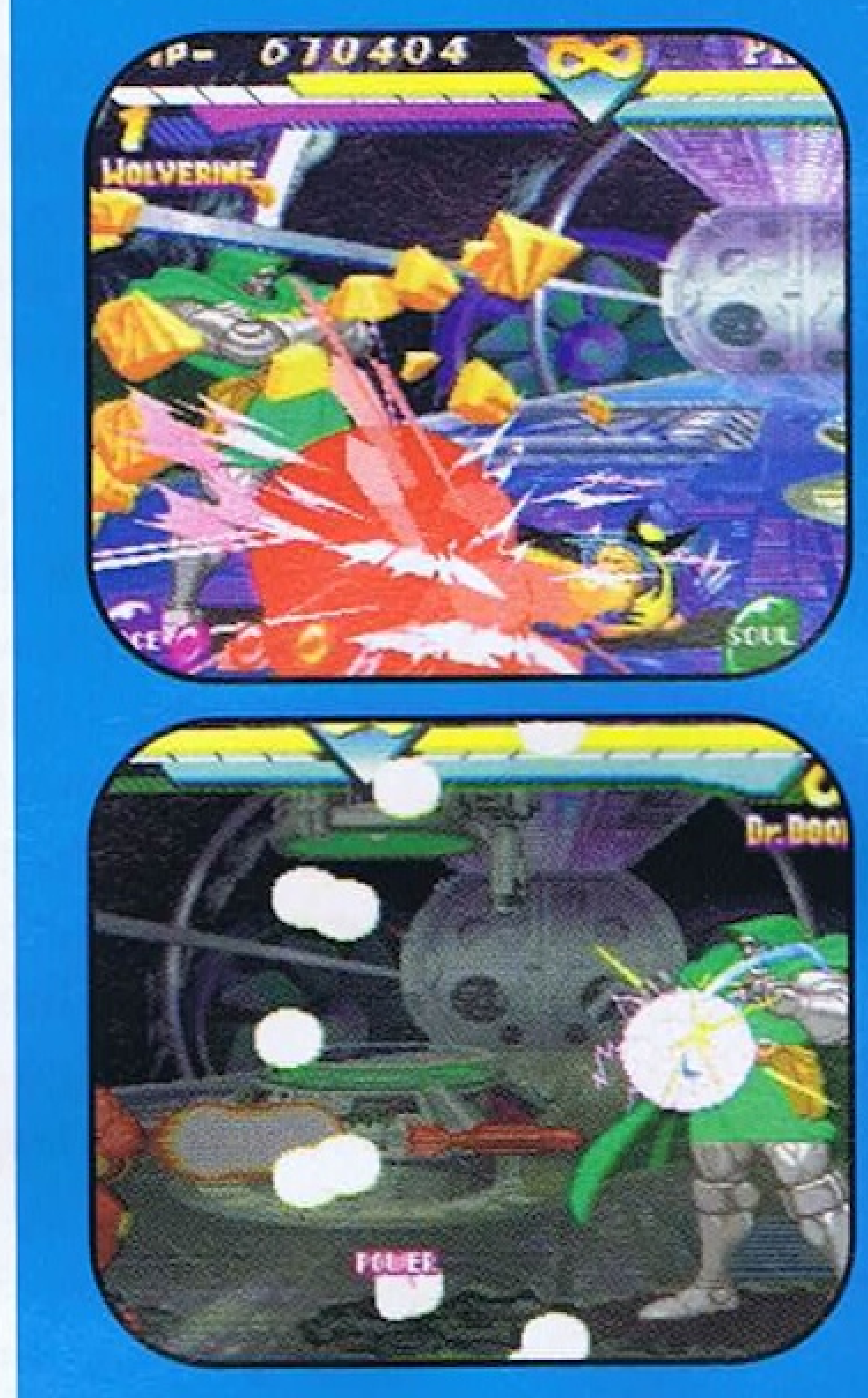
Heroes

mother, the Incredible Hulk was a gamma ray mutant, could never find a good tailor. And we can only guess at what's supposed to go on inside Batman's head.

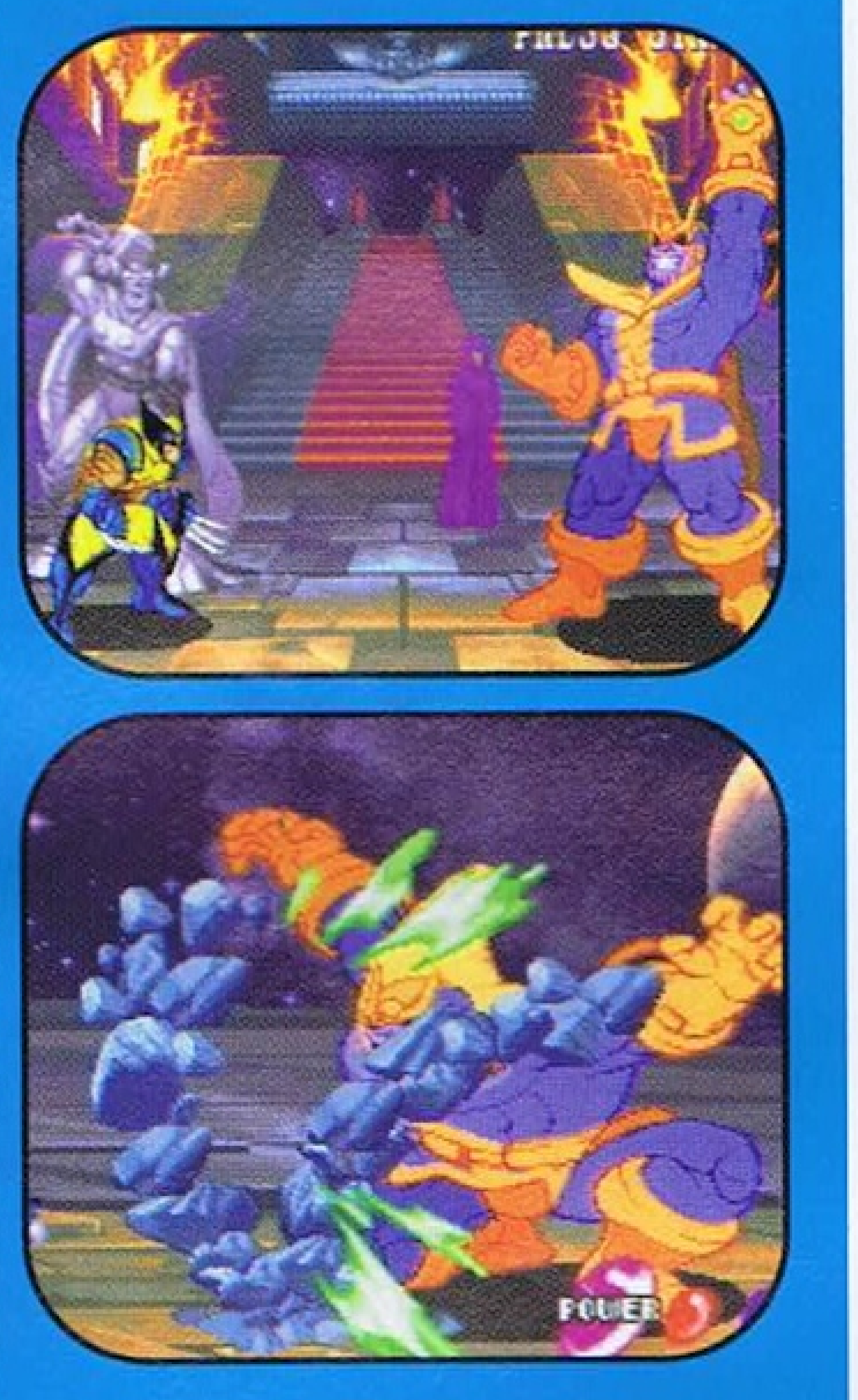
With this in mind, and Marvel mania revving up for another merchandising revival with Spiderman and Silver Surfer films in production, *Marvel Super Heroes* rips out of the Saturn in a sensory overload of flashy colours, huge sprites and foot-to-the-floor fast animations.

As described in last month's feature, what we have here is a slick, rainbow-coloured 2D beat-'em-up. Initially you choose from arcade (one player) or 'versus' mode (two player). The first is a tournament against all and sundry on your way to meet the evil huge codpiece-sporting Thanos. He possesses the omnipotent "Infinity Gauntlet", an all powerful, ultimate weapon with which he plans to destroy the whole of humanity. The second option, and this is where *Marvel Super Heroes* comes into its own, is the two-player 'versus' mode. It's all very well playing against the computer opponents but, until you've smashed your mate's head in as Blackheart, you haven't lived. The characters are all really easy to get used to, the sprites are absolutely huge and, for a good few moments after the game loads up, you could believe you're

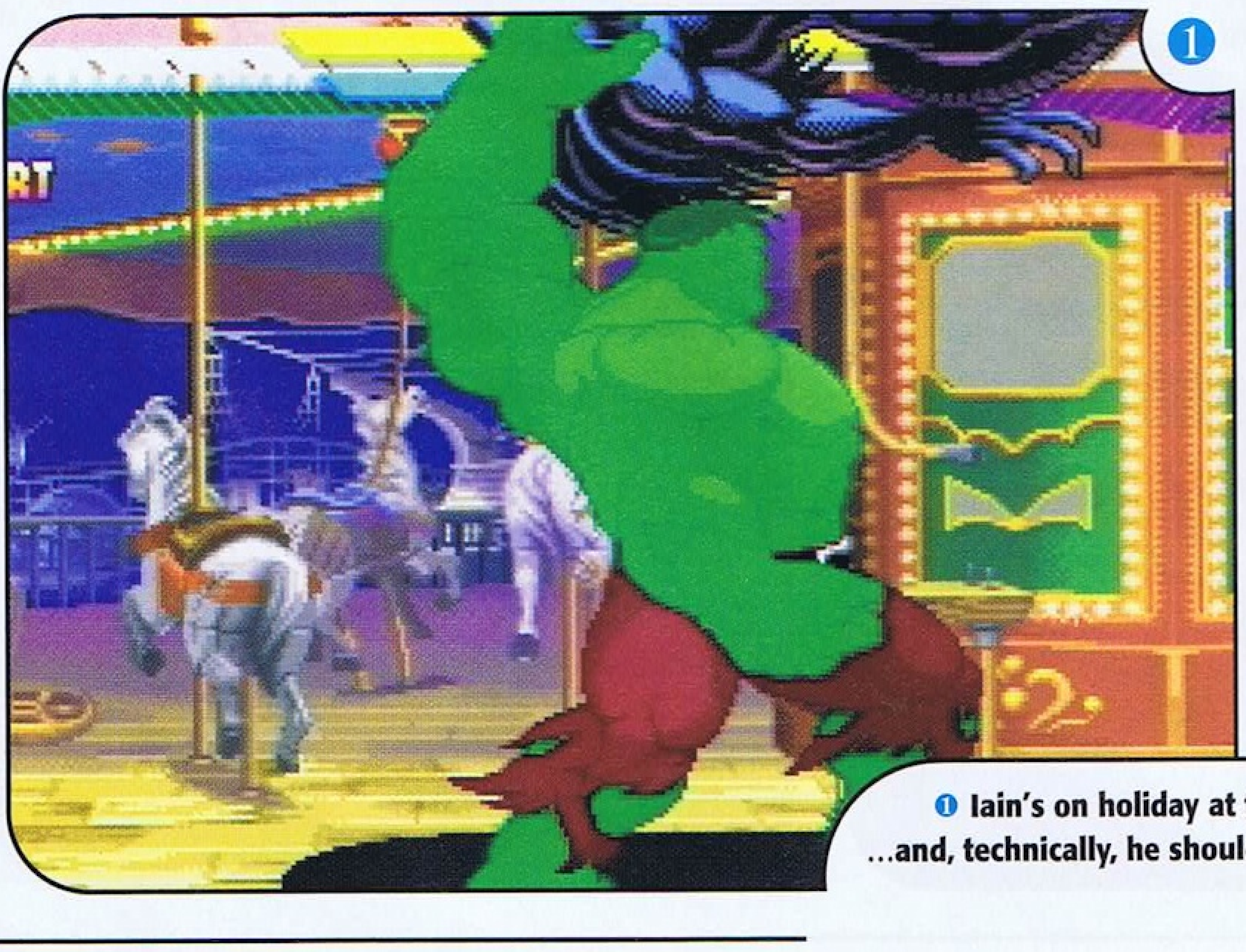
Bosses



Dr Doom



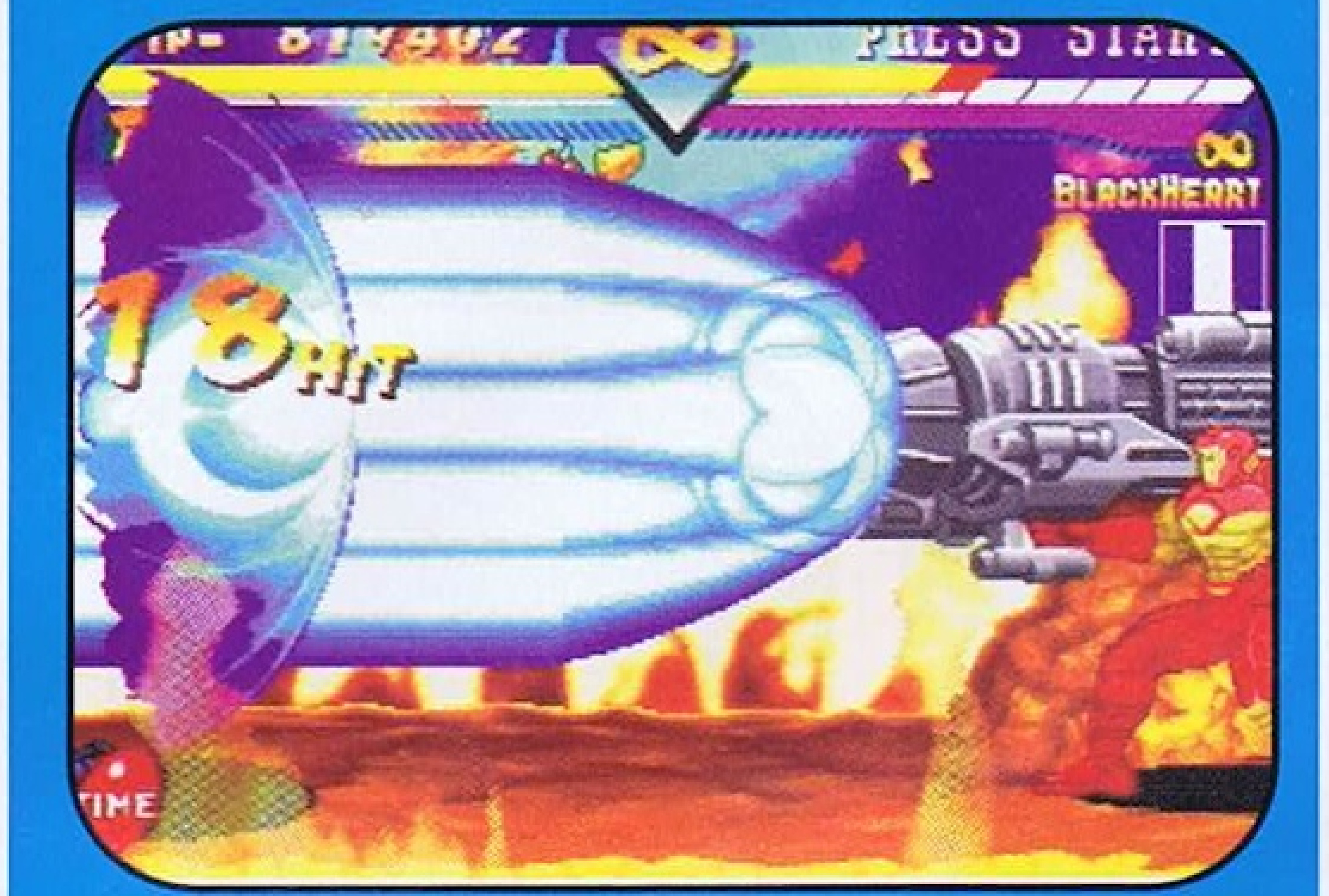
Thanos

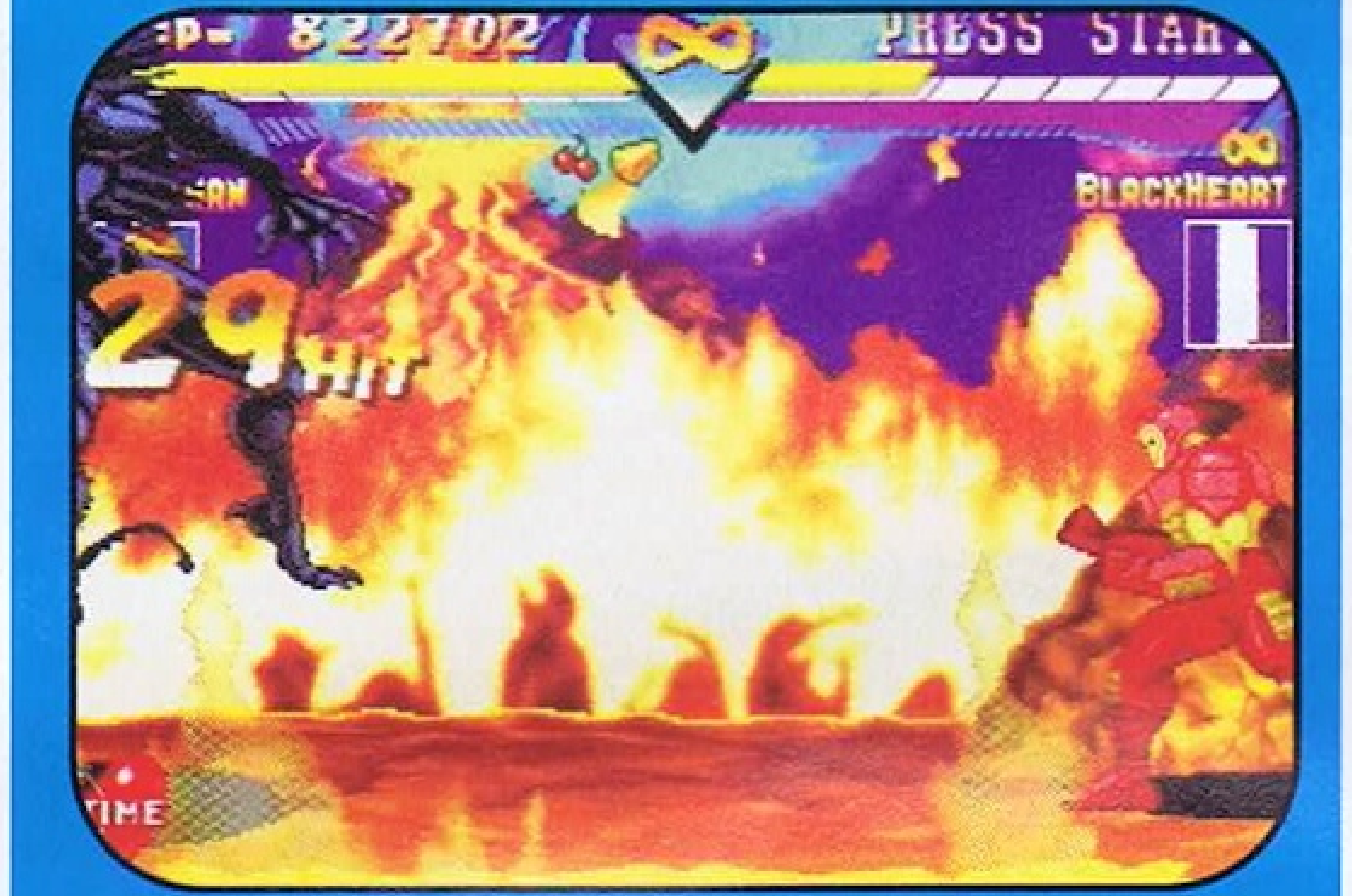


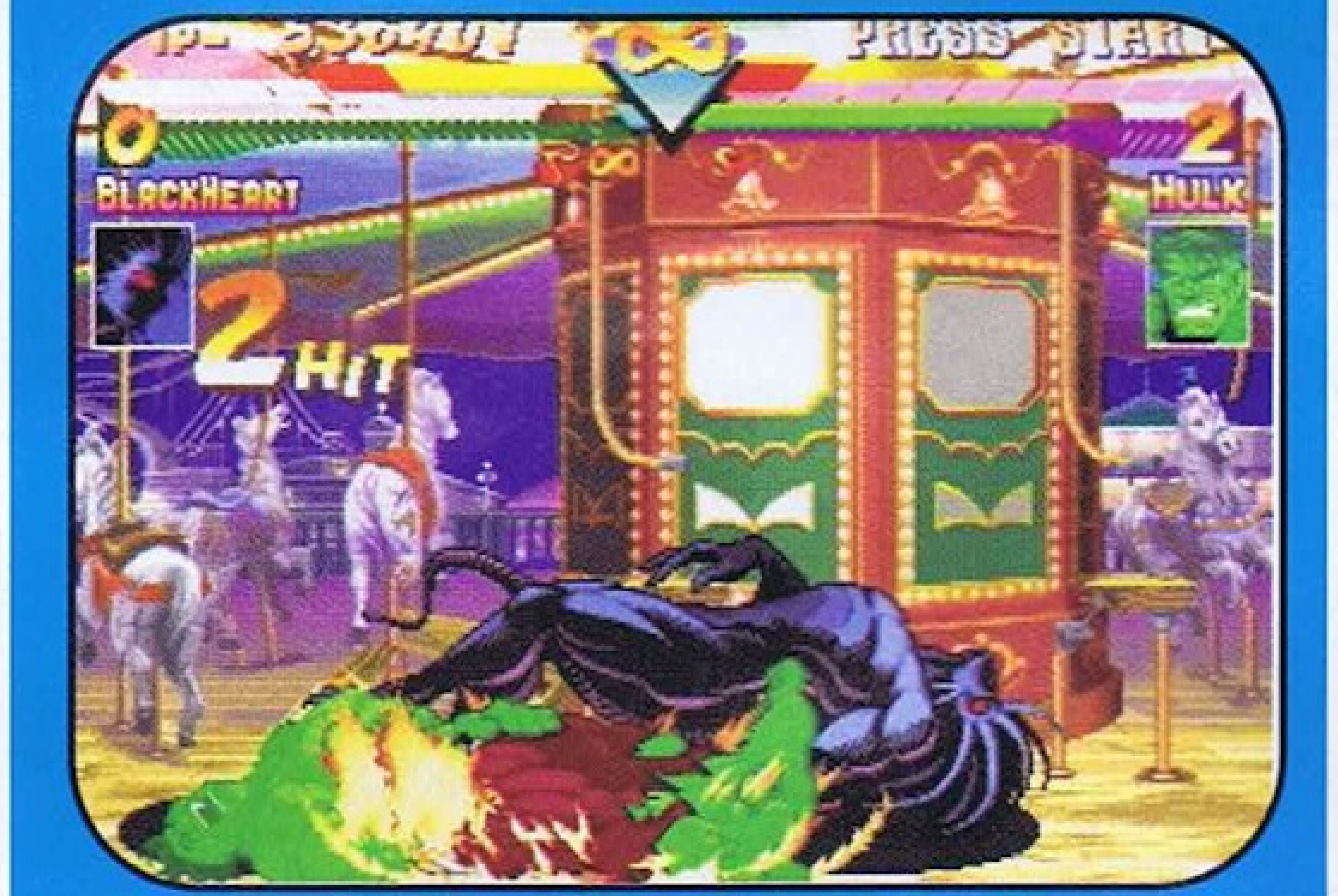
① Iain's on holiday at the moment... ② ...and, technically, he should be captioning this...

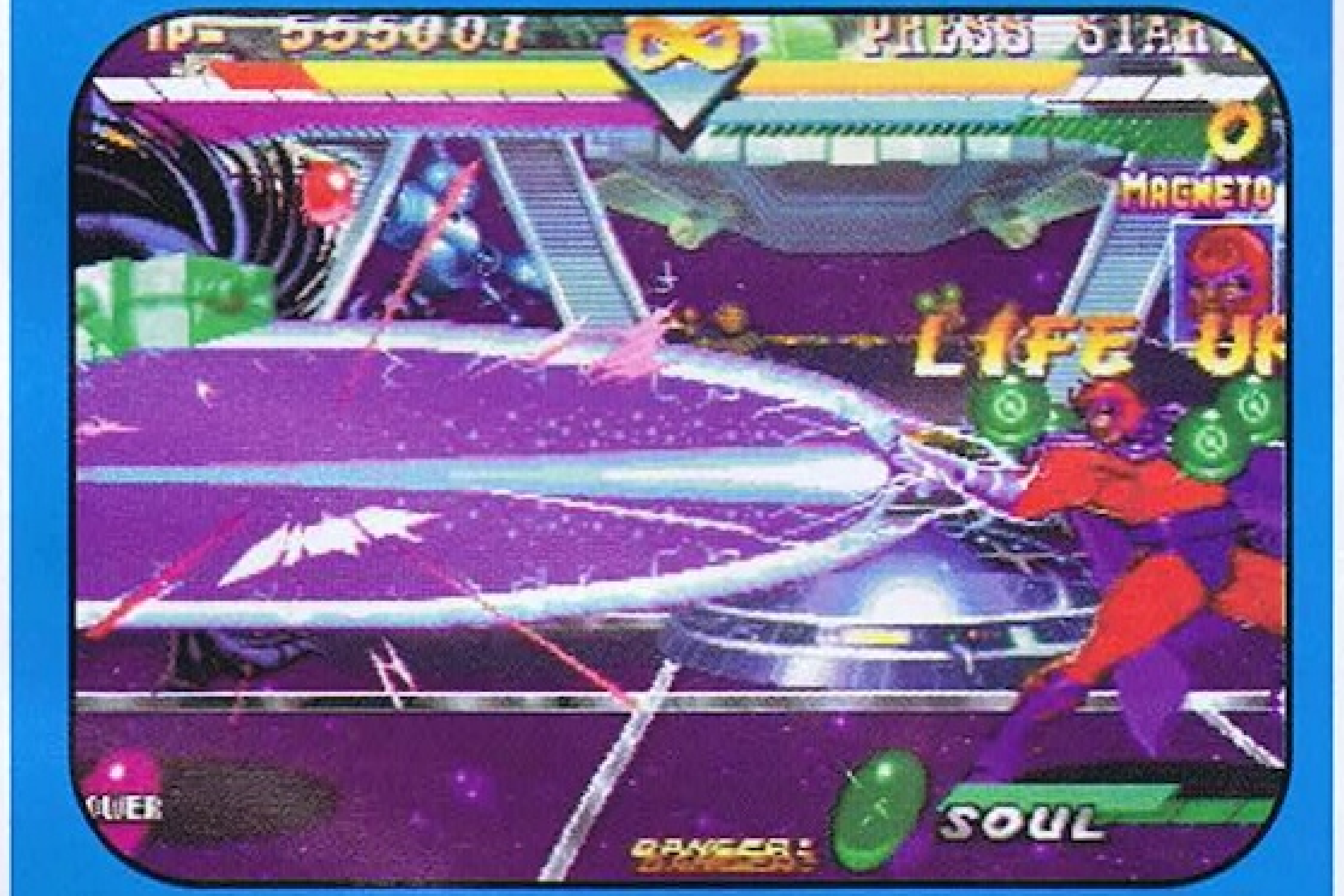
Thwack my hits up

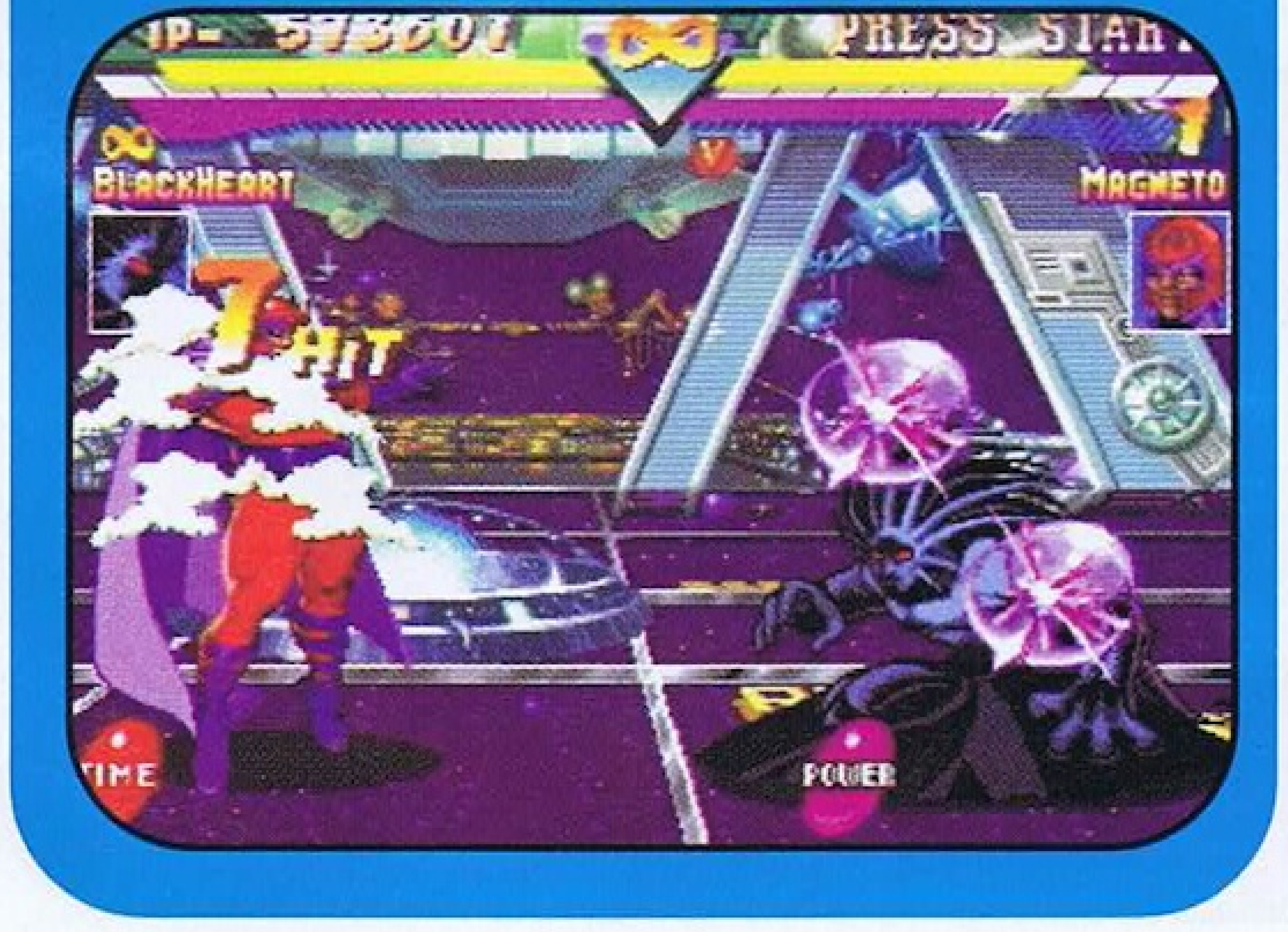
The myriad of multiple moves available here are a right royal hoot. Prepare for a trouncing Mr Spandex trousers.

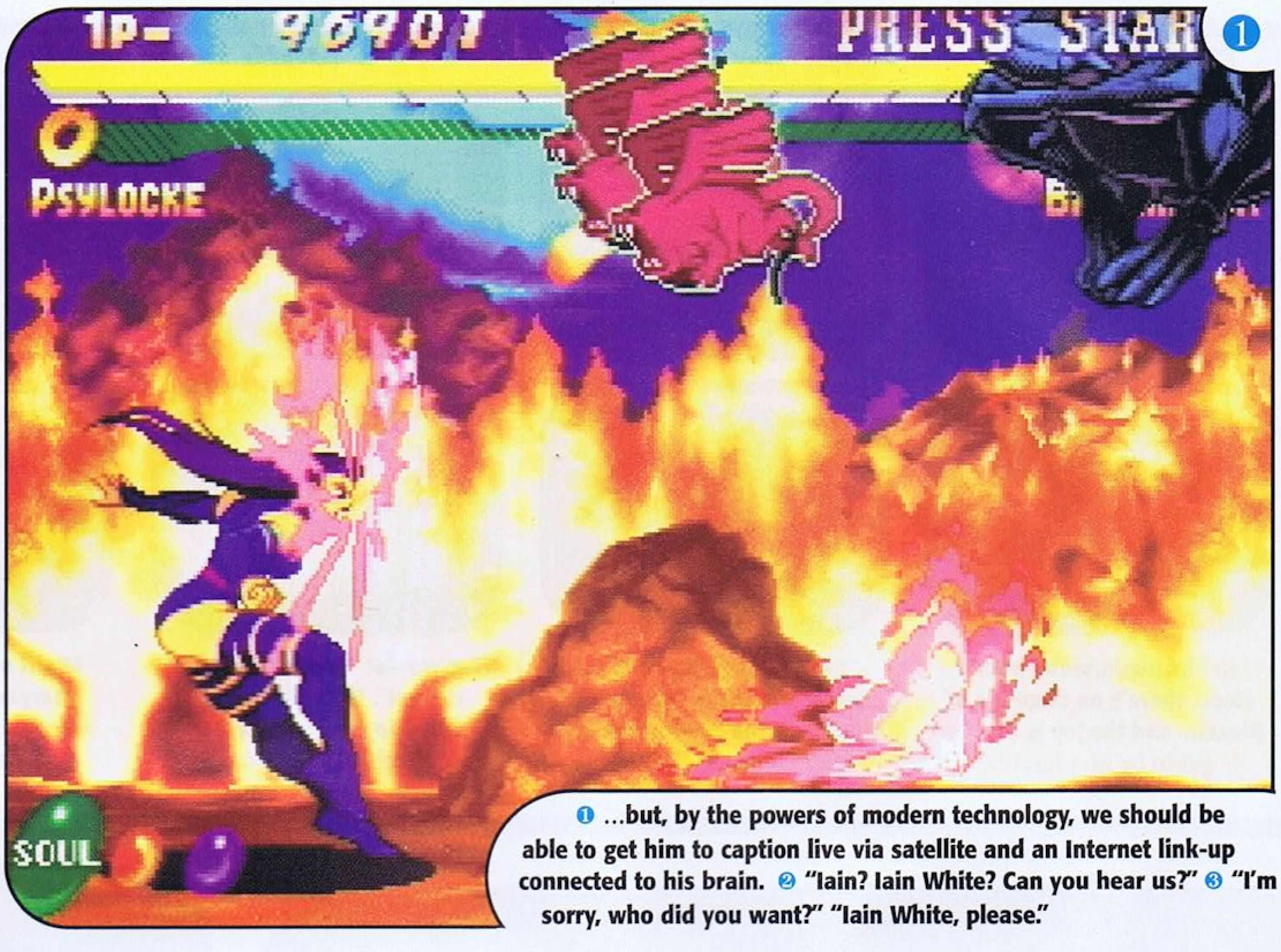












① ...but, by the powers of modern technology, we should be able to get him to caption live via satellite and an Internet link-up connected to his brain. ② "Iain? Iain White? Can you hear us?" ③ "I'm sorry, who did you want?" "Iain White, please."

playing an arcade machine. Which you might as well be, giving the quality conversion process Capcom have made. There's also a 'custom' mode, where two players can duel within any of the level backdrops, some of which feature interactive scenery. The Lift level, for example, gradually descends before going skywards at an alarming rate, and each super hero has his or her own individual level.

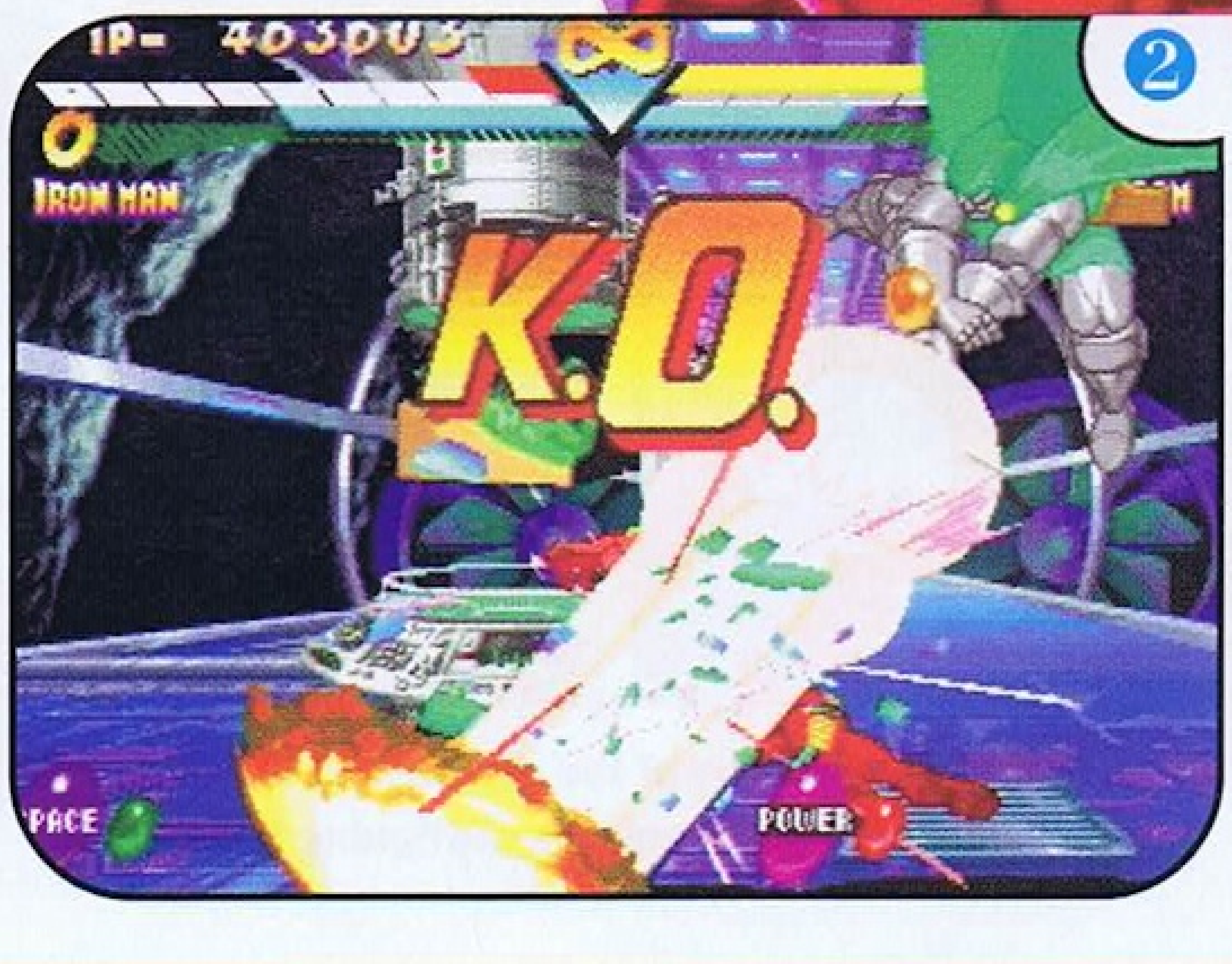
"The AI, especially in 'hard' setting, is near impossible to beat, not least when your opponent levitates, dishing out electric death..."

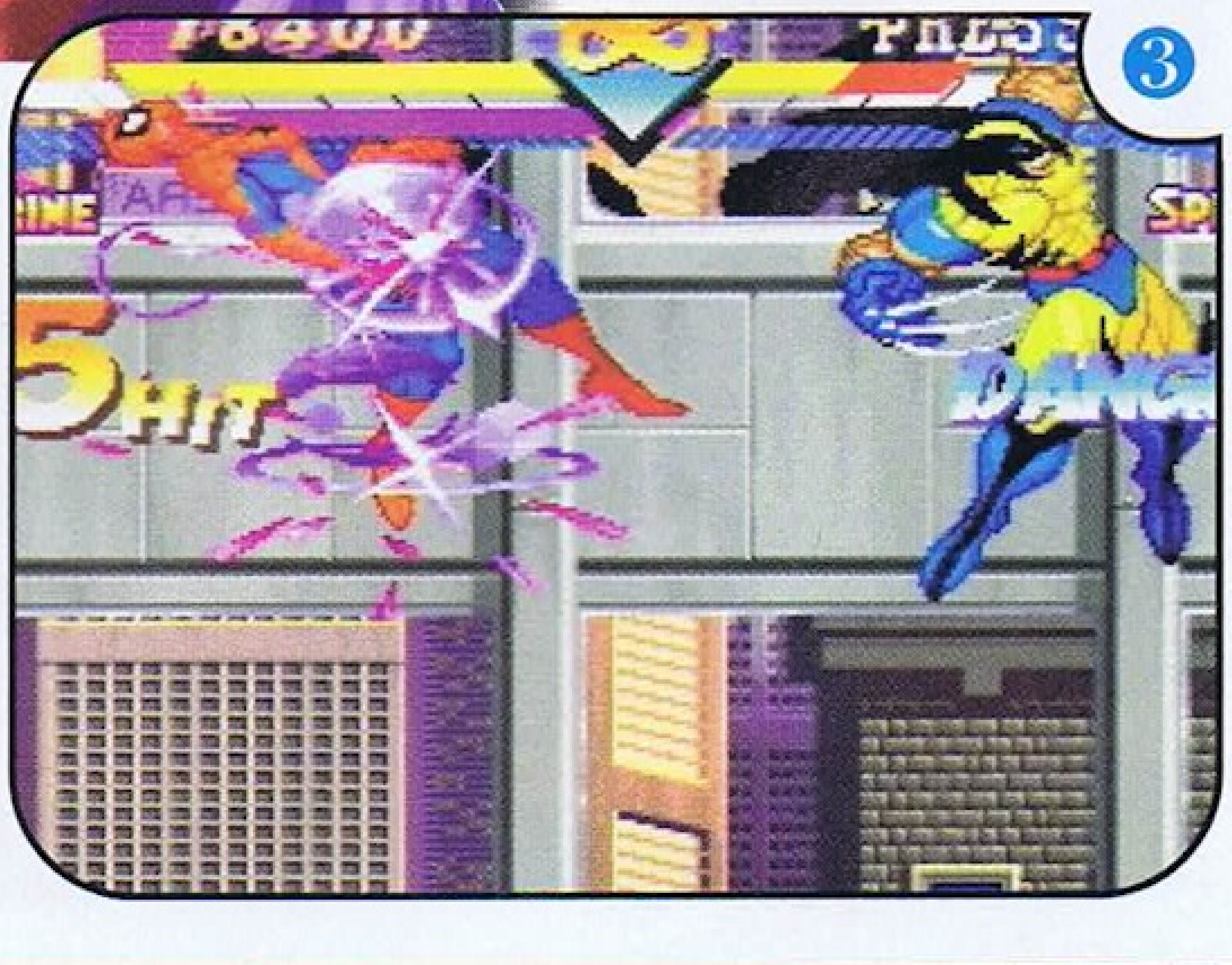
When Tim Burton designed the *Batman* movie, he took liberties with the great man's costume to produce a darker more brooding effect. This is what Capcom do here, but the characters undergo a cartoony distortion during handstands and leaps that elongates their limbs (which is especially apparent in Captain America's case). This creates the illusion that you're actually watching a living, breathing cartoon. This is all well and good in two-player mode, but in single-player, it's surprisingly simple to complete the game with only a few well chosen moves and combinations.

The combinations option ("5 hit!! 9 hit!! 25 hit!! GOOD!!"), where a chosen weapon inflicts near fatal damage on the opposition is great fun, not least when Iron Man gets out his plasma rifle (enormous, natch) and lets rip with abandon.

Choose any of the ten characters: Spiderman, Captain America, Iron Man (big guns), Juggernaut (big knuckle-dusters), Magneto, Blackheart, Shuma Gorath (an alien octopus with a nasty bite), The Hulk (green as ever), Wolverine and, last but not least, the only female character, Psylocke - who was, strangely enough, a member of the X-Men.

The good news is that *Marvel Super Heroes* runs just as fast as the arcade original and, gulp, has the added bonus of an optional one meg RAM card which, when popped in the memory slot, ups the game to arcade-pixel perfection. We played the Japanese import version without the RAM cart and, to be completely honest, it was so well done that it might almost seem impossible to improve upon. So what should you expect? The truth is, *Marvel Super Heroes* is the natural descendant of *Children Of The Atom* on the Saturn. It's certainly one of the best fighting games ever released. Even in **Saturn Power's** new office, passers-by from other magazines were seen to pause and gawp at it, before offering us a huge variety of bribes for a game. This is what *Marvel Super Heroes* does, like





Marvel characters TM&© 1996 Marvel characters Inc. All rights reserved. © Capcom Co Ltd.

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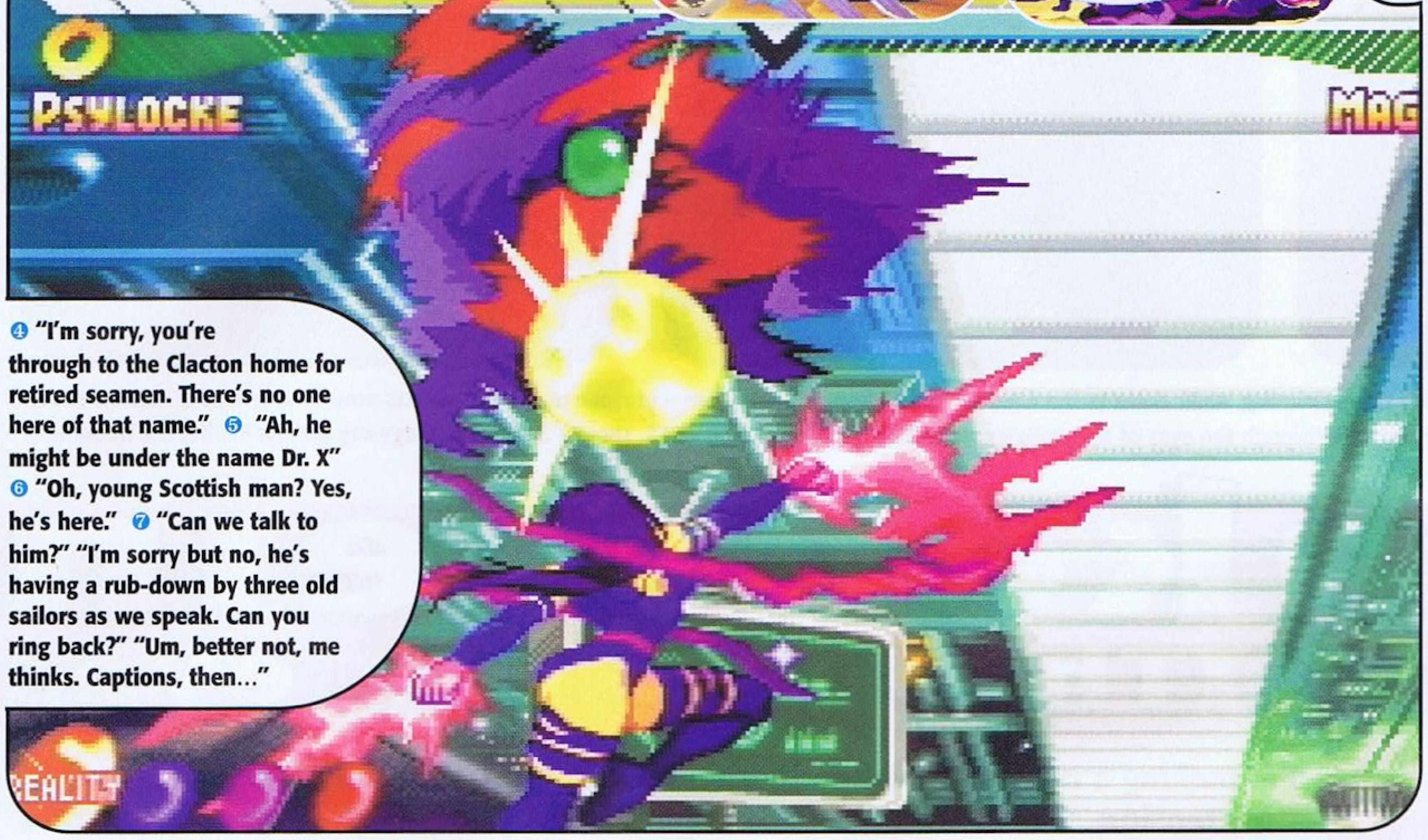

6

④ **"I'm sorry, you're through to the Clacton home for retired seamen. There's no one here of that name."** ⑤ **"Ah, he might be under the name Dr. X"** ⑥ **"Oh, young Scottish man? Yes, he's here."** ⑦ **"Can we talk to him?" "I'm sorry but no, he's having a rub-down by three old sailors as we speak. Can you ring back?" "Um, better not, me thinks. Captions, then…"**

Sega Rally, and *Tomb Raider*, it has the ability to pull the casual viewer in, a quality which earned it much success (and cash) in the arcades. It really screams out "Play ME!" at the top of its lungs, and once you do, you're already hooked.

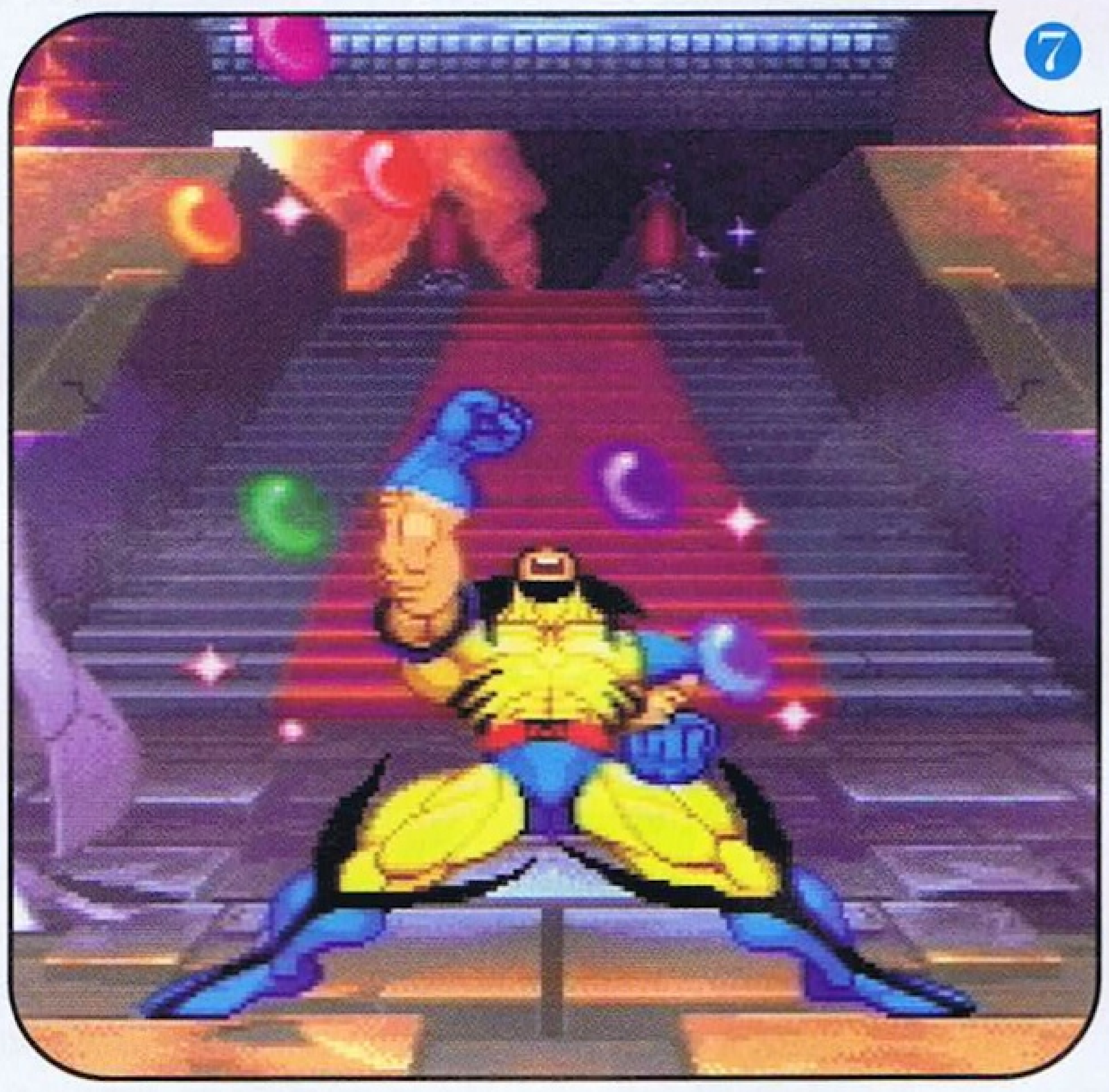
The action comes thick and fast, and the characters are vicious as hell. Each one has such an individual fighting style that it takes real concentration and a good deal of effort to come close to holding your own, as it were. The computer AI, especially in 'hard' setting, is near impossible to beat, not least when your opponent levitates, dishing out electric death like there's no tomorrow, which there won't be as it's death.

To add insult to injury, power gems exist which either appear on screen or are beaten out of the adversary, giving enhanced time, space, soul, reality, power and mind to those who collect them.

Marvel Super Heroes is great fun to play, rewarding to get into and excellent with a friend.

We love it, and are sure you'll love it too.

Iain White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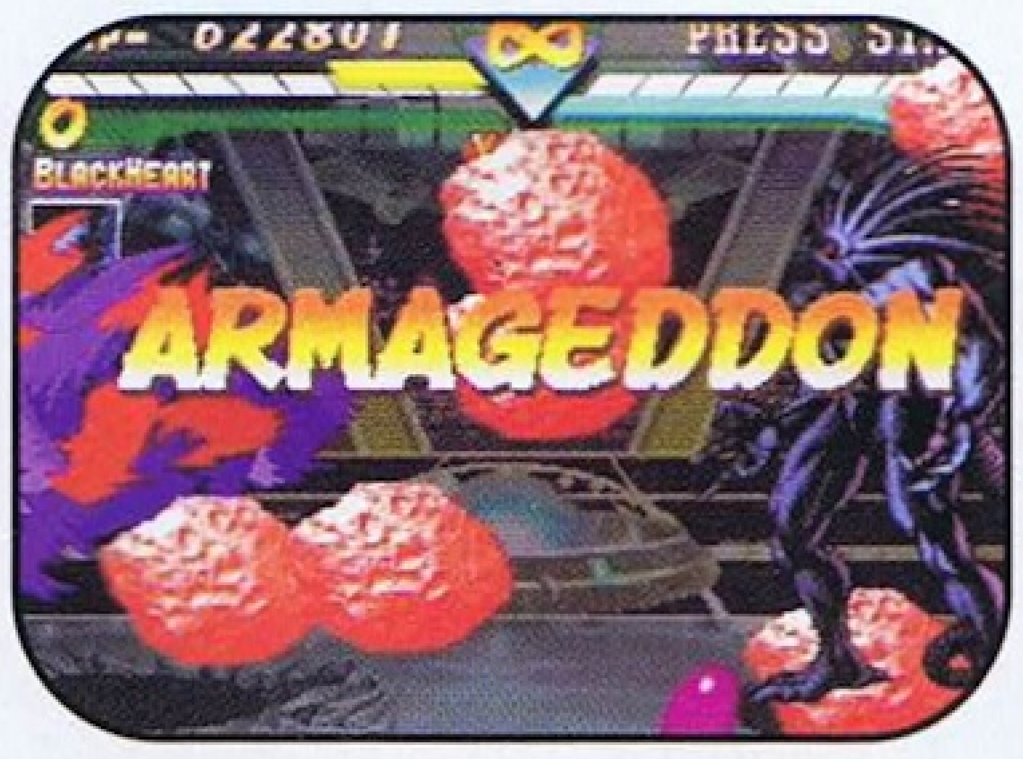
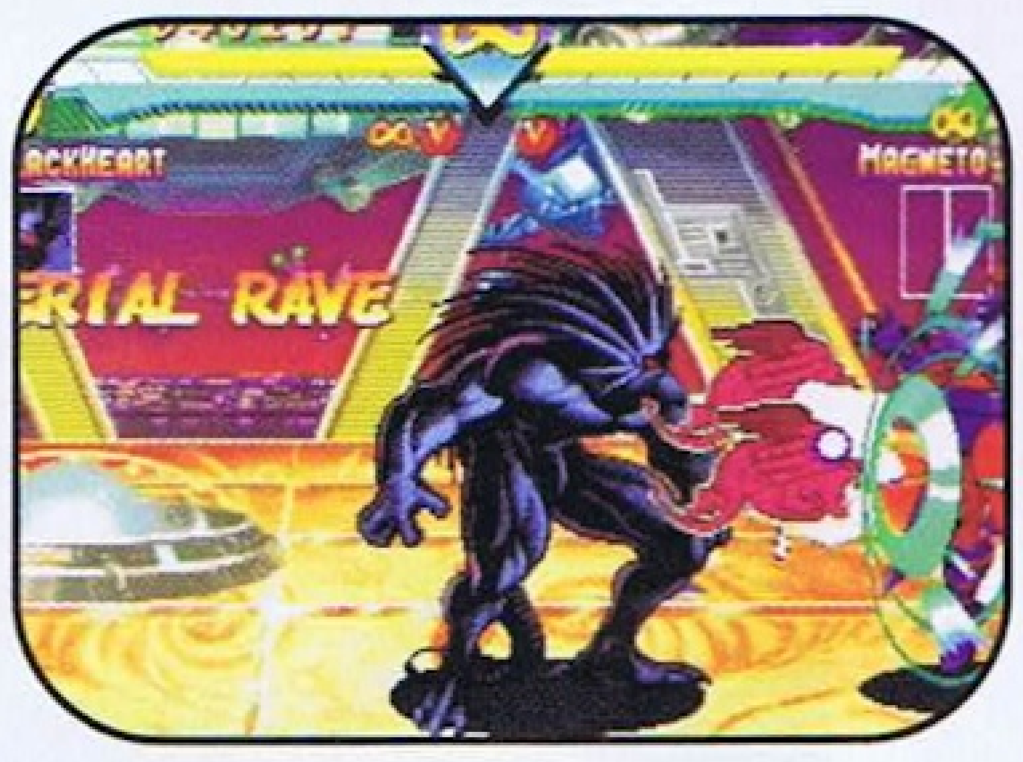
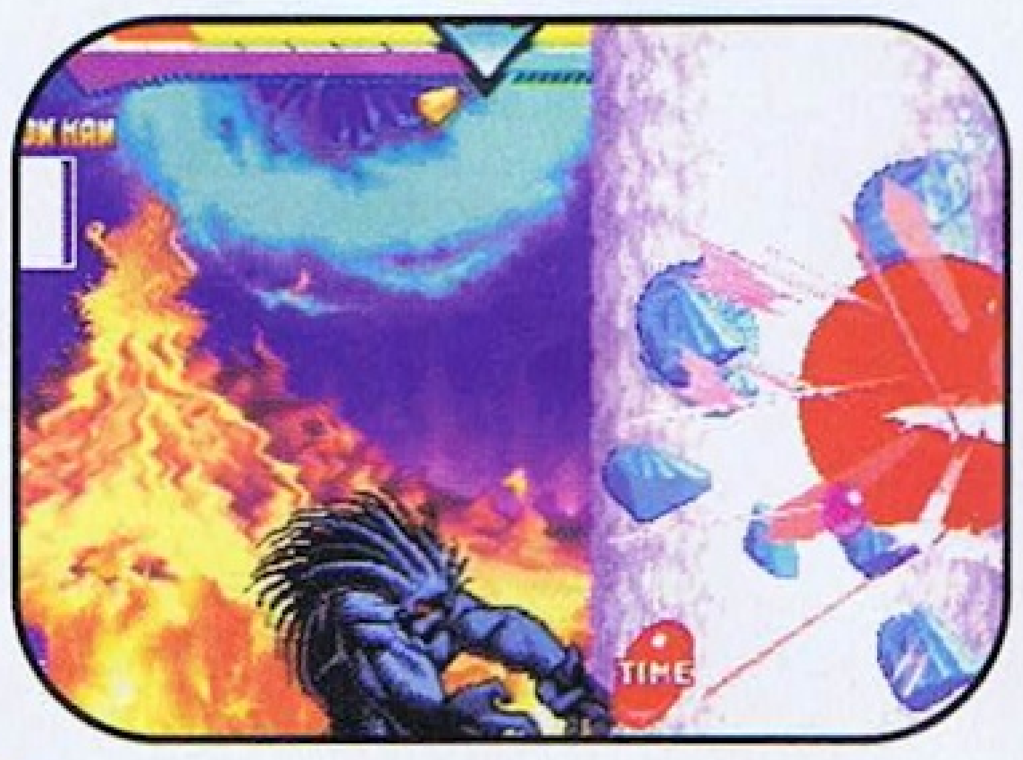
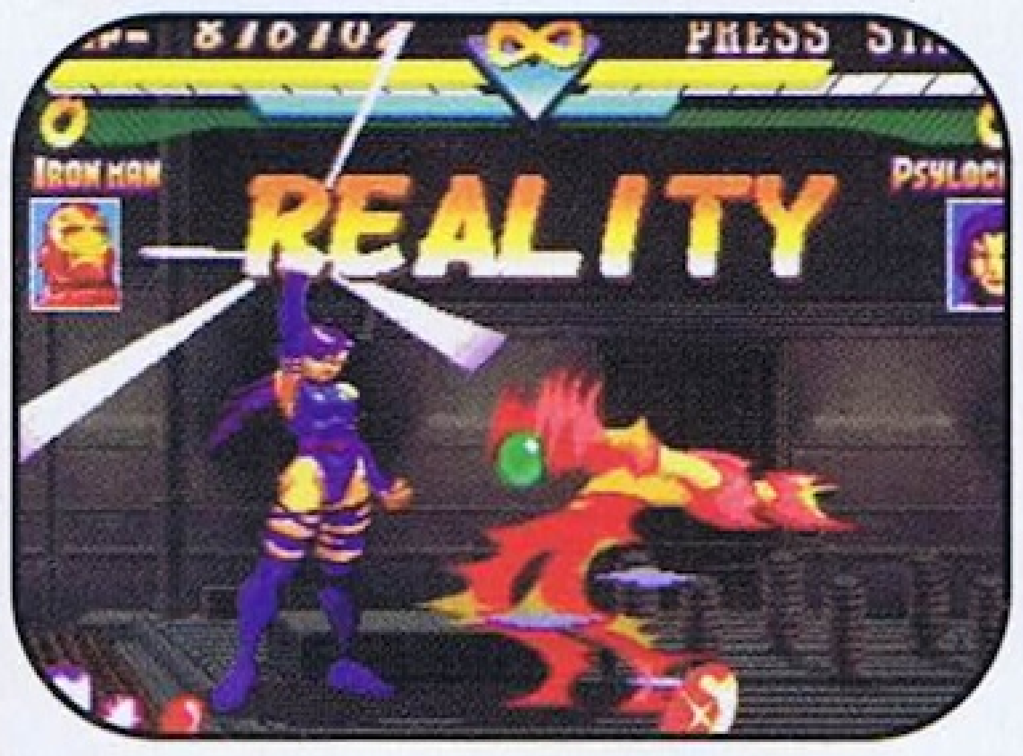
I Feel Special

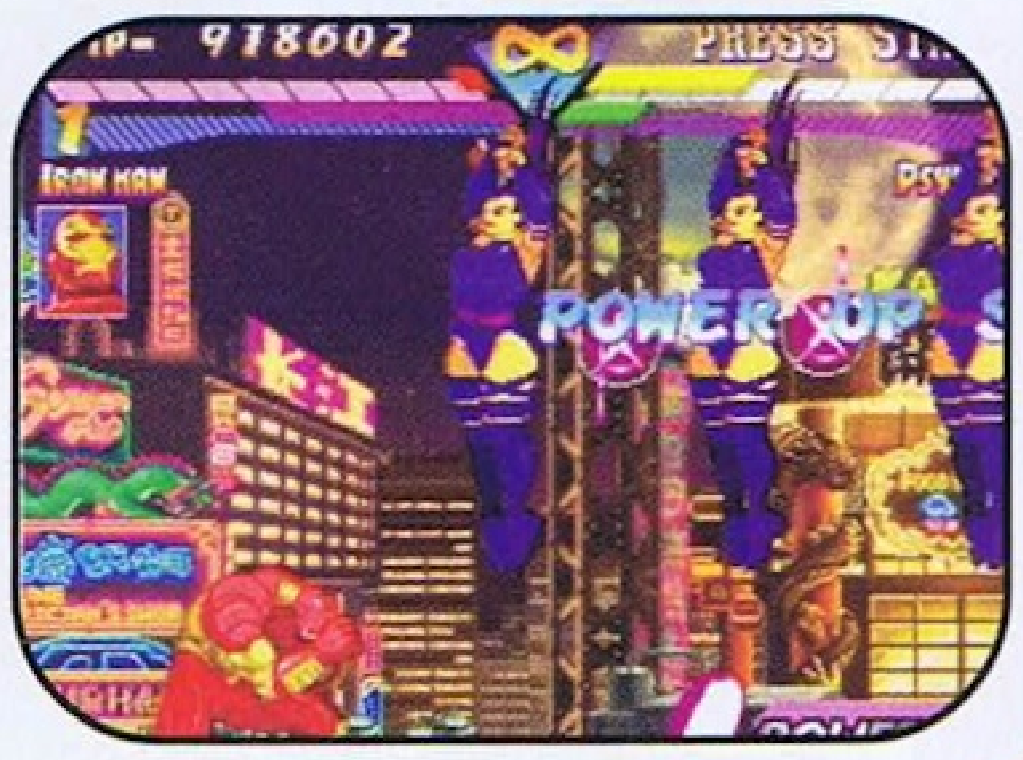
Laid out here in a kind of: "Watch it or we'll lay you out pal" way are a few, tiny samples of the special moves available. These will take some getting used to, but seeing as how you're going to devote the next 15-to-20 months trying to get the most out of the game, you're not going to mind the practice.



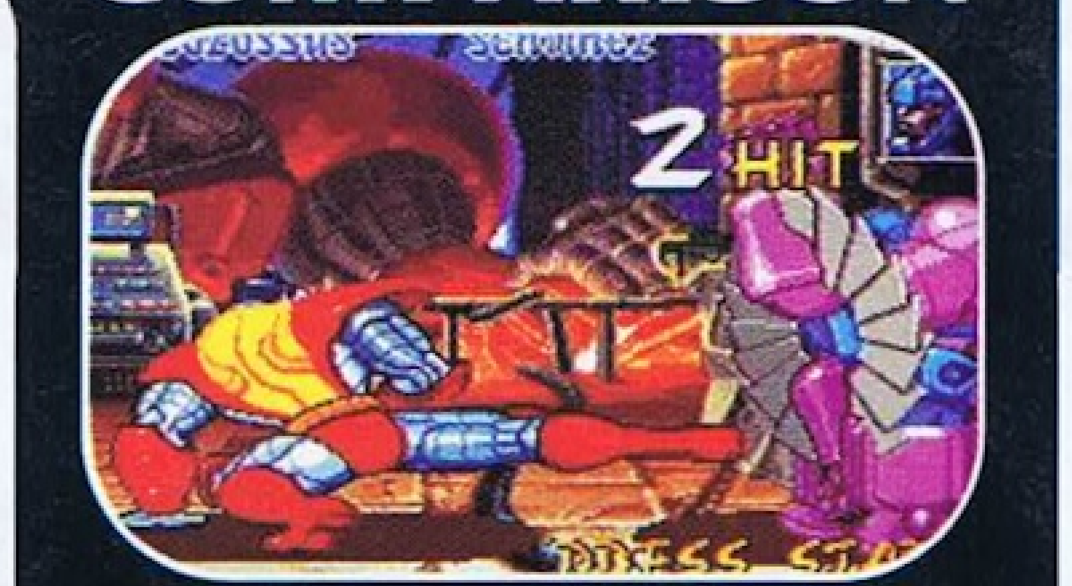








COMPARISON



X-MEN CHILDREN OF THE ATOM

▲ huge sprites, its got Super Heroes in it.
▼ not as involving as *MSH*.

COTA impressed when it arrived. Featuring huge, well-animated sprites, (but no RAM card but it didn't need one). It paved the way for a whole host of others, *Marvel Super Heroes* included.

SECOND OPINION

"Super smashing great," as Jim Bowen might say if he was into computer games and wasn't busy doing whatever it is that he does now that Bullseye's disappeared.

The game? Yeah, brilliant. It's fast, the sprites are large and well-animated and there's a choice selection of special moves on offer.

I have a small niggle about the balance of the characters – some can just attack from a distance and easily avoid getting hit, but that's a small point overall.

Dean Mortlock

VERDICT

Graphics

9 **Huge, well animated and colourful as if you've entered a cartoon universe.**

Sound

9 **Just like the arcade machine, even down to the computer voice.**

Group play

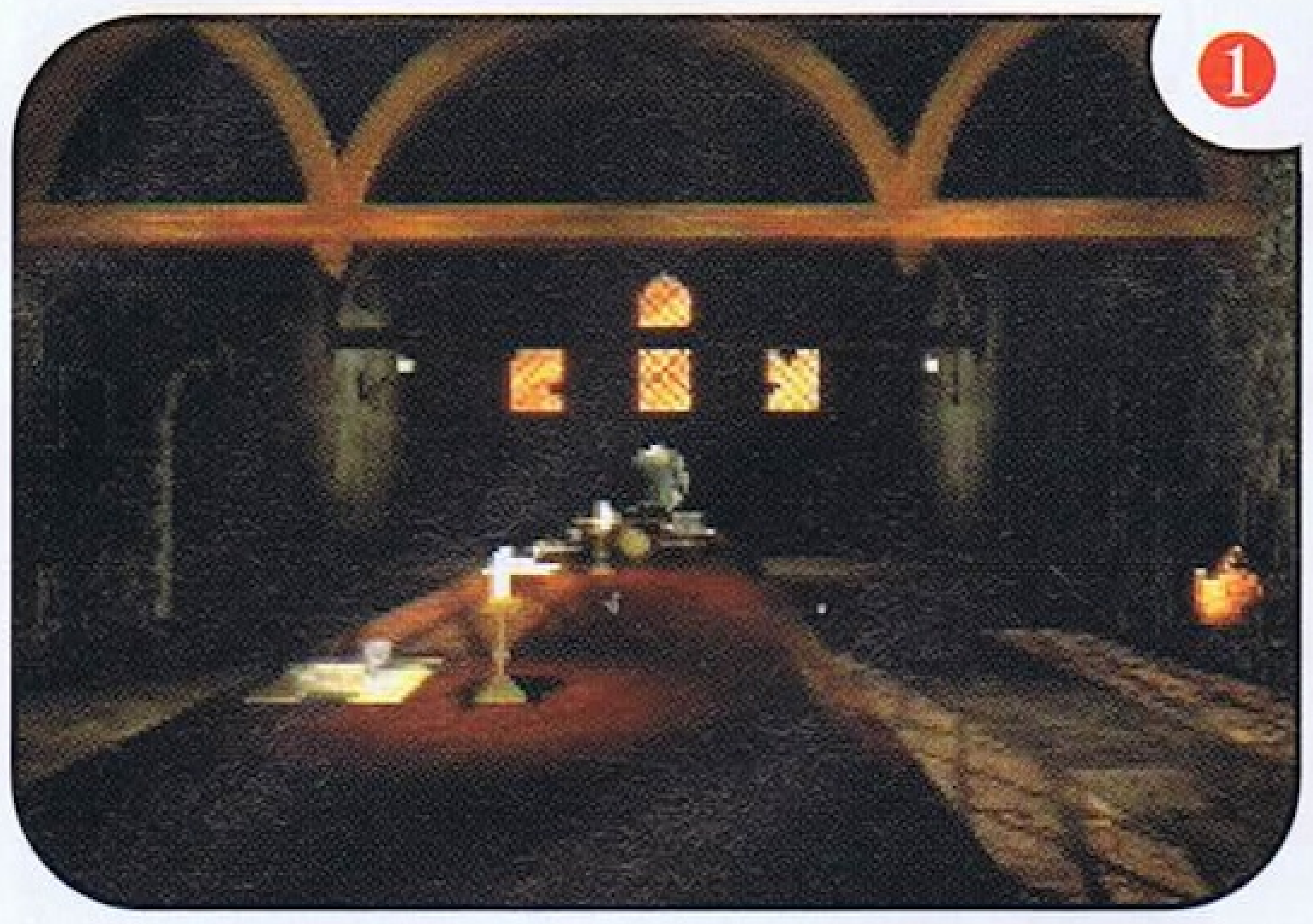
8 **'Value' meets 'entertainment' resulting in sackloads of 'fun'.**

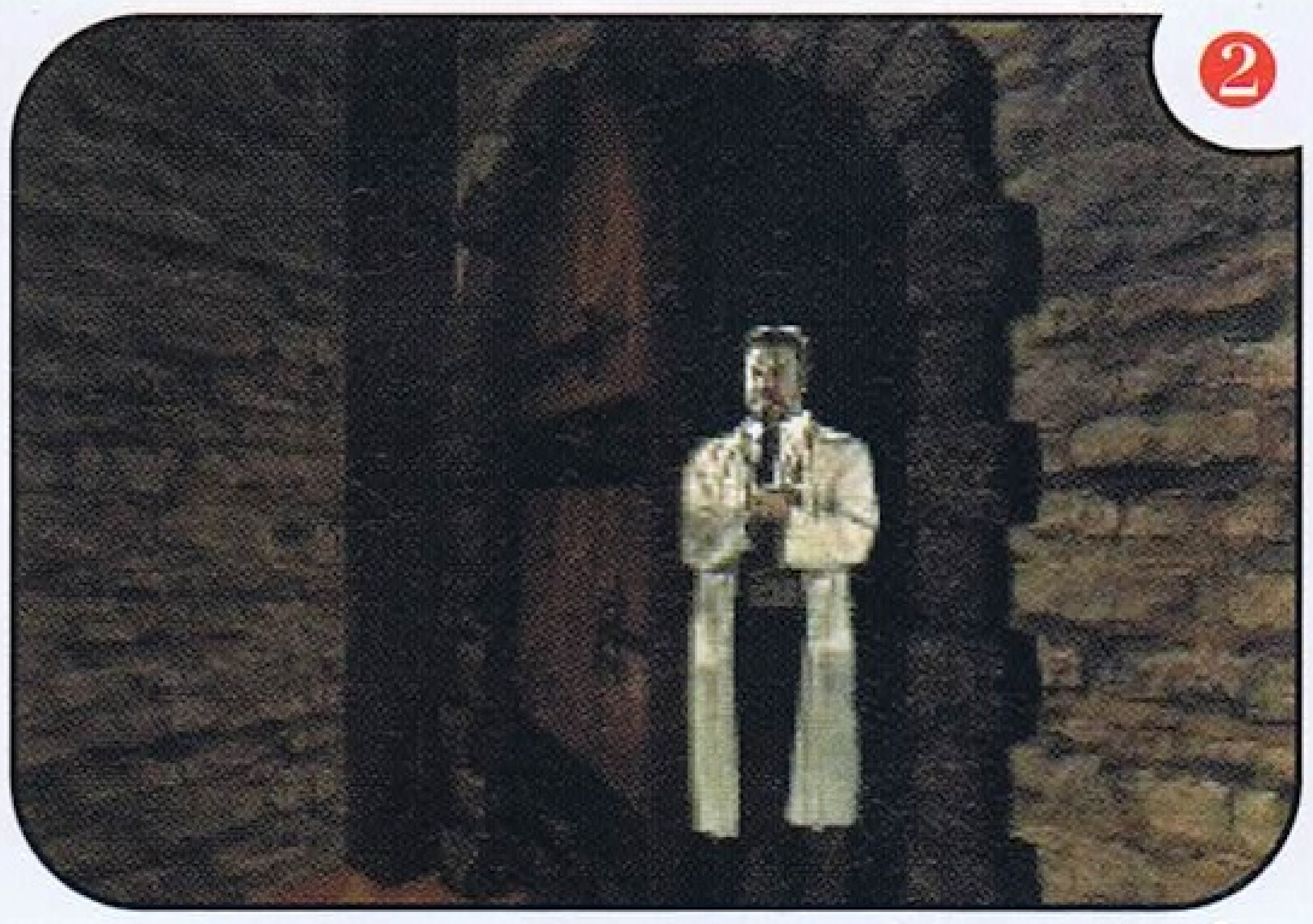
Lifespan

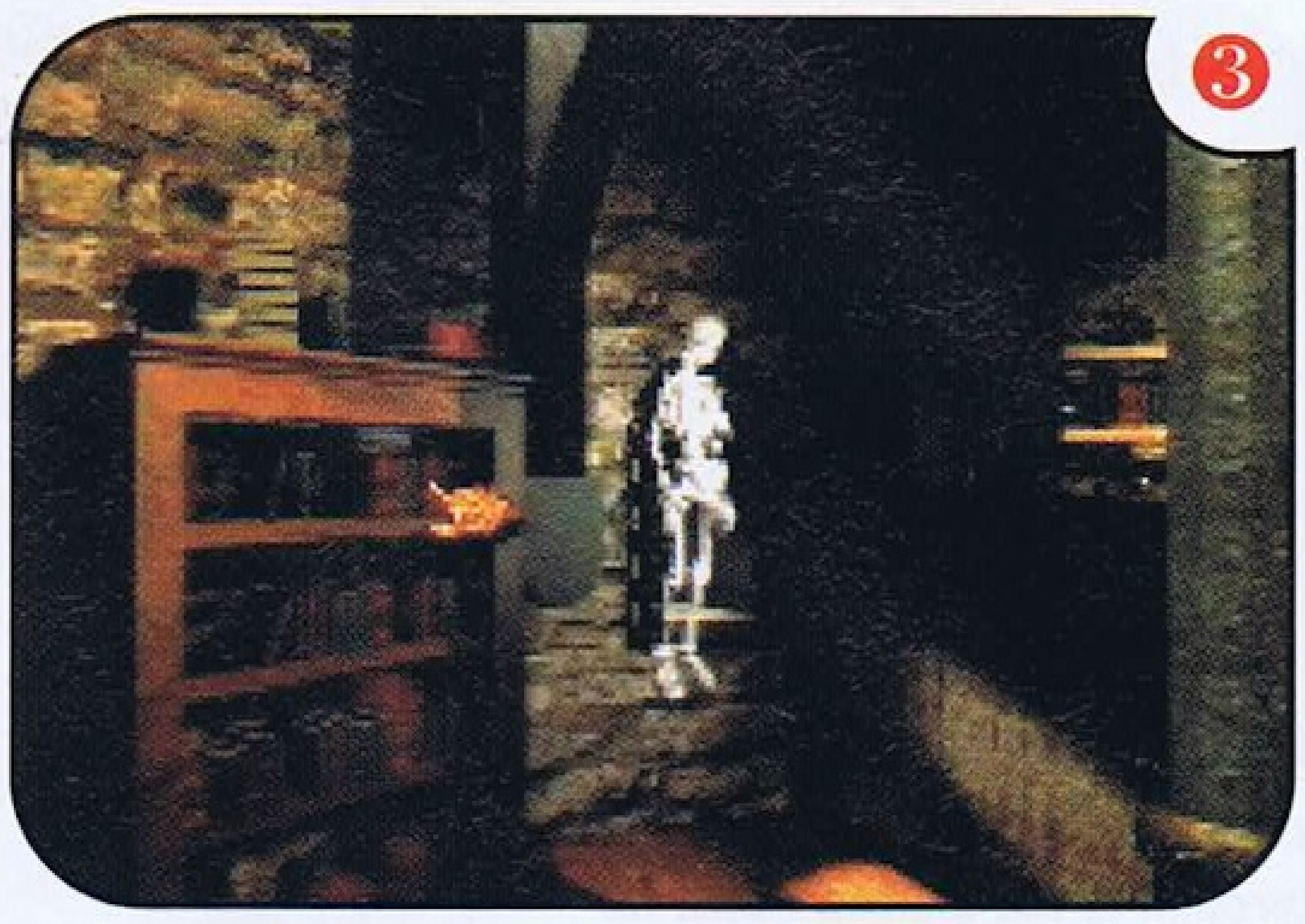
8 **Limited one-player mode, but whack the difficulty up. Great in two-player mode though.**

Exploring each of the heroes' moves and specials will take you months. The addiction factor and arcadey graphics will take you over, no mistake

93







① A rather grand dining room, scene of another ritual taunting. Walk down to the window and pick up the briefcase – you can now carry objects around in a handy, convenient and frankly, stylish fashion. ② Dr Frankenstein, if you will, through the eyes of the monster. ③ To be this skinny takes *AGES*. There's a secret passageway hidden behind the bookcase.

Frankenstein

Through the eyes

I'm making a man with blonde hair and a tan, and he's good for relieving my…tension. Tim Curry stars as Dr Frankenstein, and you co-star as his hideous, monstrous creation in a large point-and-click FMV adventure. Pity it's completely Sandra Bullocks…

Mary Shelley's *Frankenstein* was one of the most original and shocking horror stories ever. Composed in the 1800s while in the company of one of the baddest boys of all time — Lord Byron - and one of the sweeeeetest - her brother Percy - a pair whose rome-antics made them megastars of their day. The book covered themes of immortality, torture and spiritual decrepitude with an unrelenting passion, immediately elevating it to the classic cult status it still enjoys today. *Frankenstein*'s influence was so great in fact, that Ms. Shelley's masterpiece spawned a whole new genre called 'gothic horror' which has continued to excite audiences from book, via radio, to TV, movies and now the media-zenith that is the Saturn.

So with high expectations, and the appealing promise of much poncery by cult star *par excellence* Tim Curry, we load Frankie into the Saturn and retire to a safe distance. Unfortunately, this is where the trouble starts. The initial premise is rather a good one, wandering 'round the evil doctor's castle, gardens and lab as the newly incarnated monster. But *Frankenstein* should have been left on the mortuary slab with the other human remains, as it is quite simply an impenetrable game.

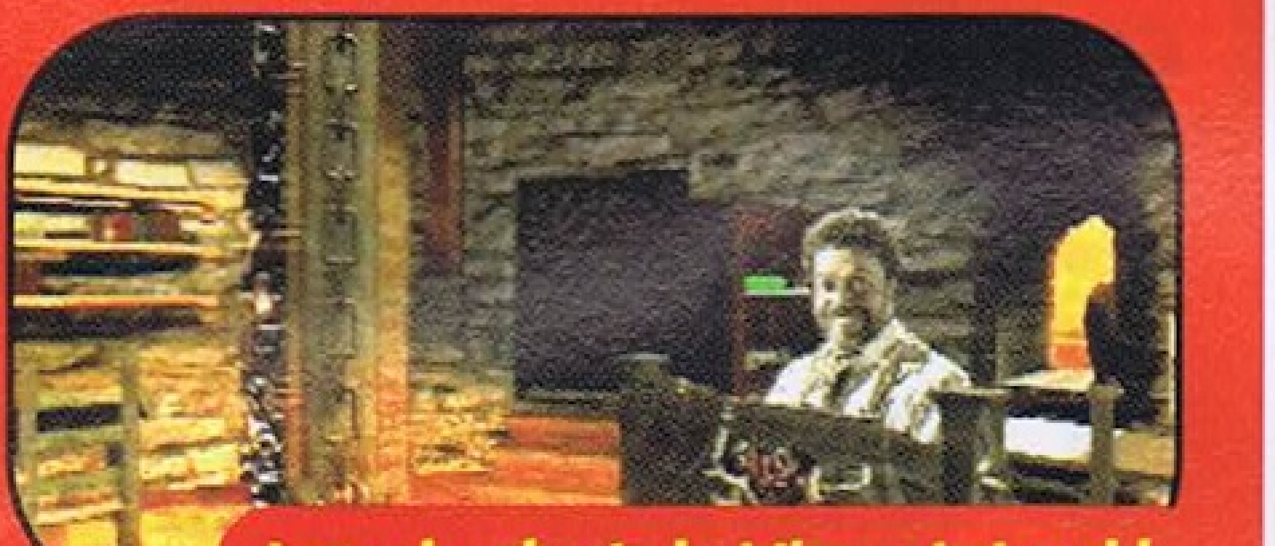
> **"Being taunted by Tim Curry as the creepy and insane doctor is quite a lot of fun, but the puzzles and lack of plot structure conspire to confuse and frustrate…"**

Being taunted by creepy and insane Tim Curry is quite a lot of fun, if the truth be told, but the puzzles and lack of plot structure conspire together to confuse, frustrate, irritate and demotivate.

Take for example, the first level where you awake in Frankie's Resurrection lab and begin to wander around. Quickly you'll discover the stairs to the Castle Tower, maybe even fly the kite, but it's never strictly clear what the blazes you're supposed to be up to. The Castle Tower consists of four circular floors, from top to bottom these are the Kite Launching Tower, the Resurrection Lab, the Lightening Coil Room and the Basement Lab. Secret entrances abound, as do behind-the-scene passageways through which you can move more quickly from level to

Come up to the lab, and see what's on the slab.

The resurrection lab is where you initially wake up. It's a short climb to the roof, or you might prefer to play with the doctor's instruments.



I may be short, but I'm not stoopid.

Gothic horror interior design.

The kite looks like a giant bat.

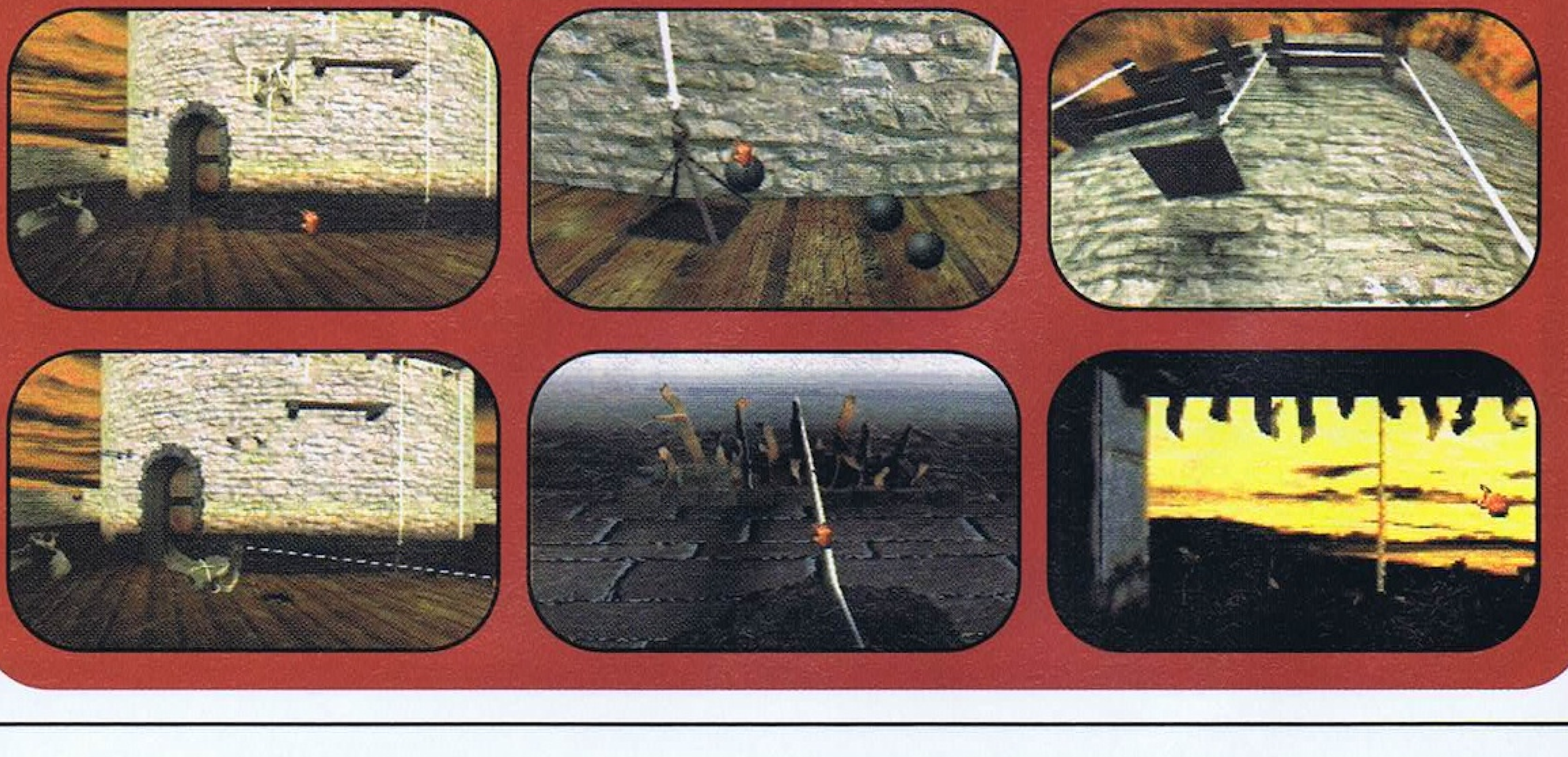
Climb down to further boredom.

Another experiment goes wonky.

I'm taller if I stand on this box. But not by much…

Rather obvious, non?

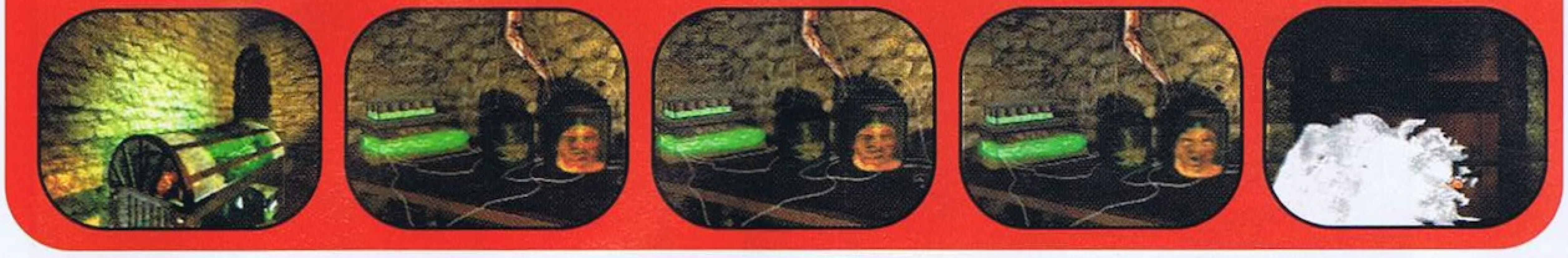
Load the cannonballs into the hoist to knock the statue down – pick up the rope attached to it and throw it through the hole in the wall.



Players	One	**Levels**	N/A
Difficulty	Varied	**Release Date**	Out now
Top 100 Position	N/A	**Interplay**	☎ (01628) 423666

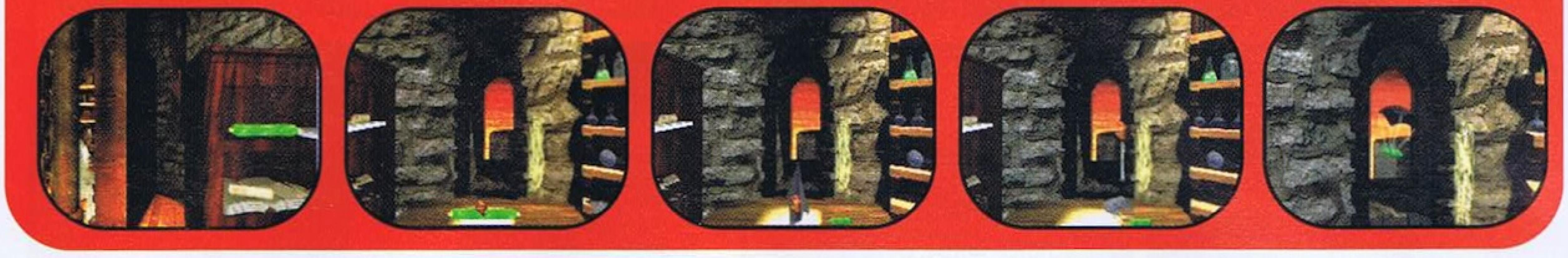
Private Parts

Get your hand on the experiment table in the basement. You'll need to flick the switch to melt the ice blocking the doorway. Nab the key from the desk.

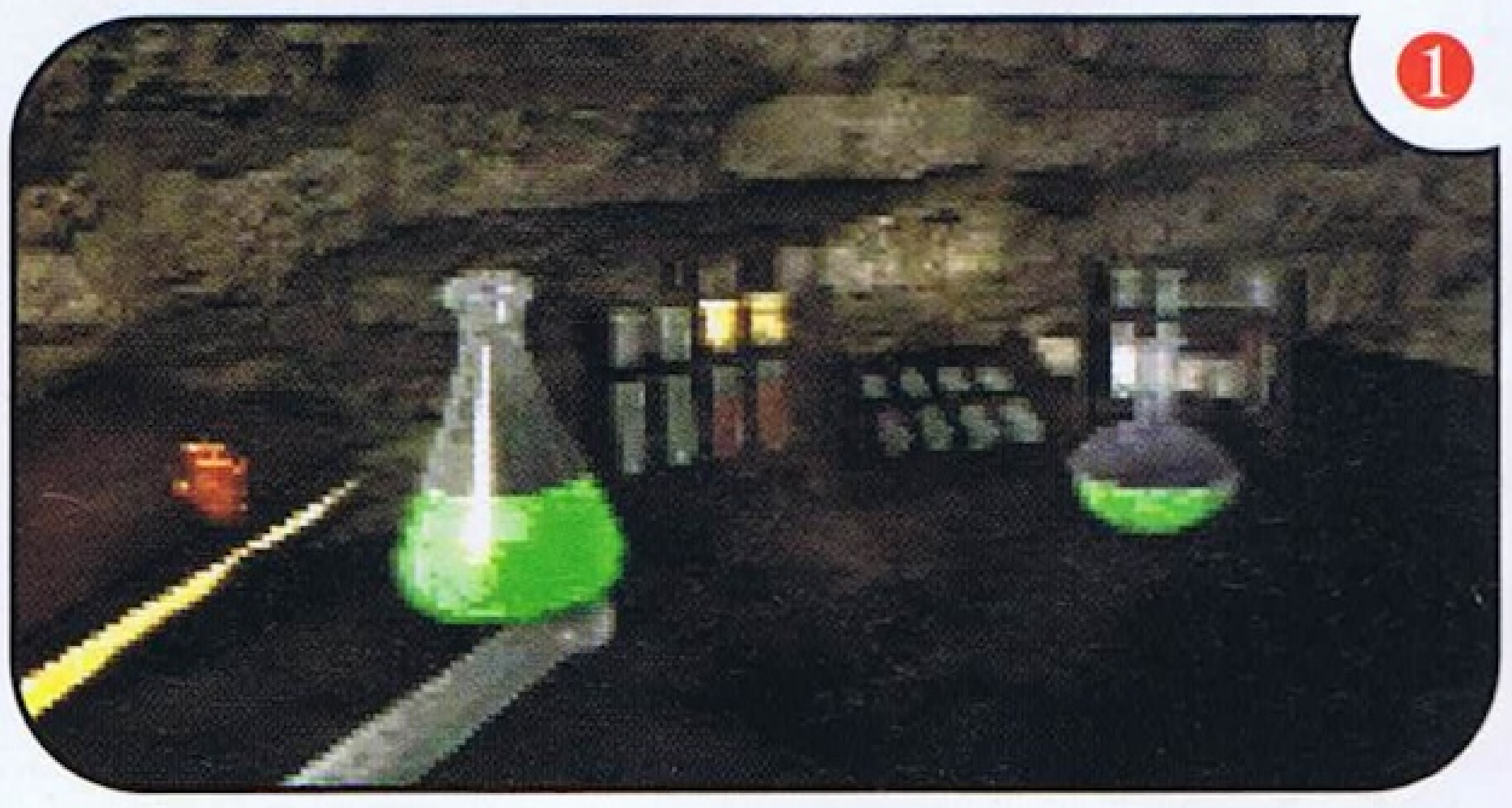


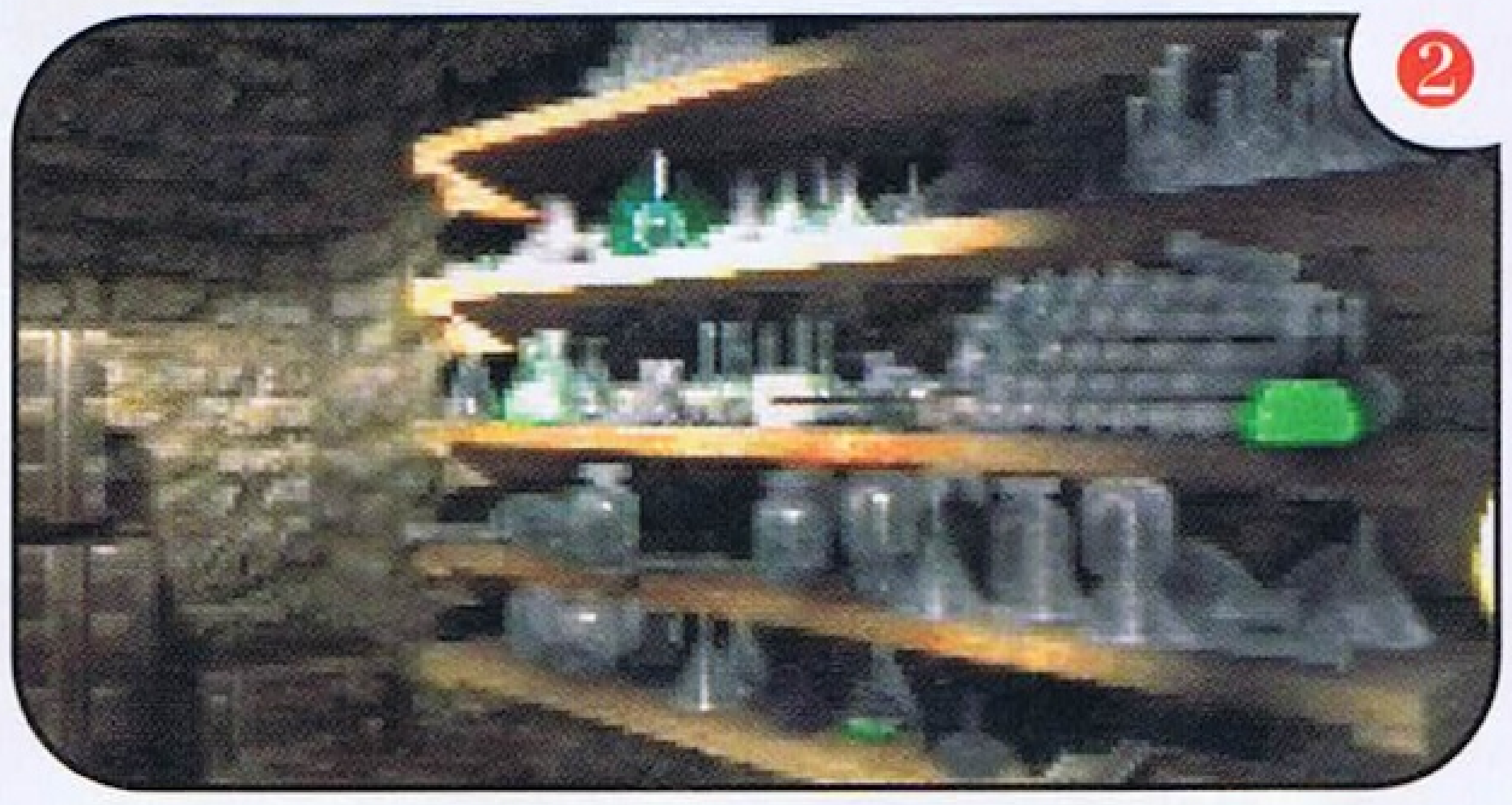
Loops Of Fury

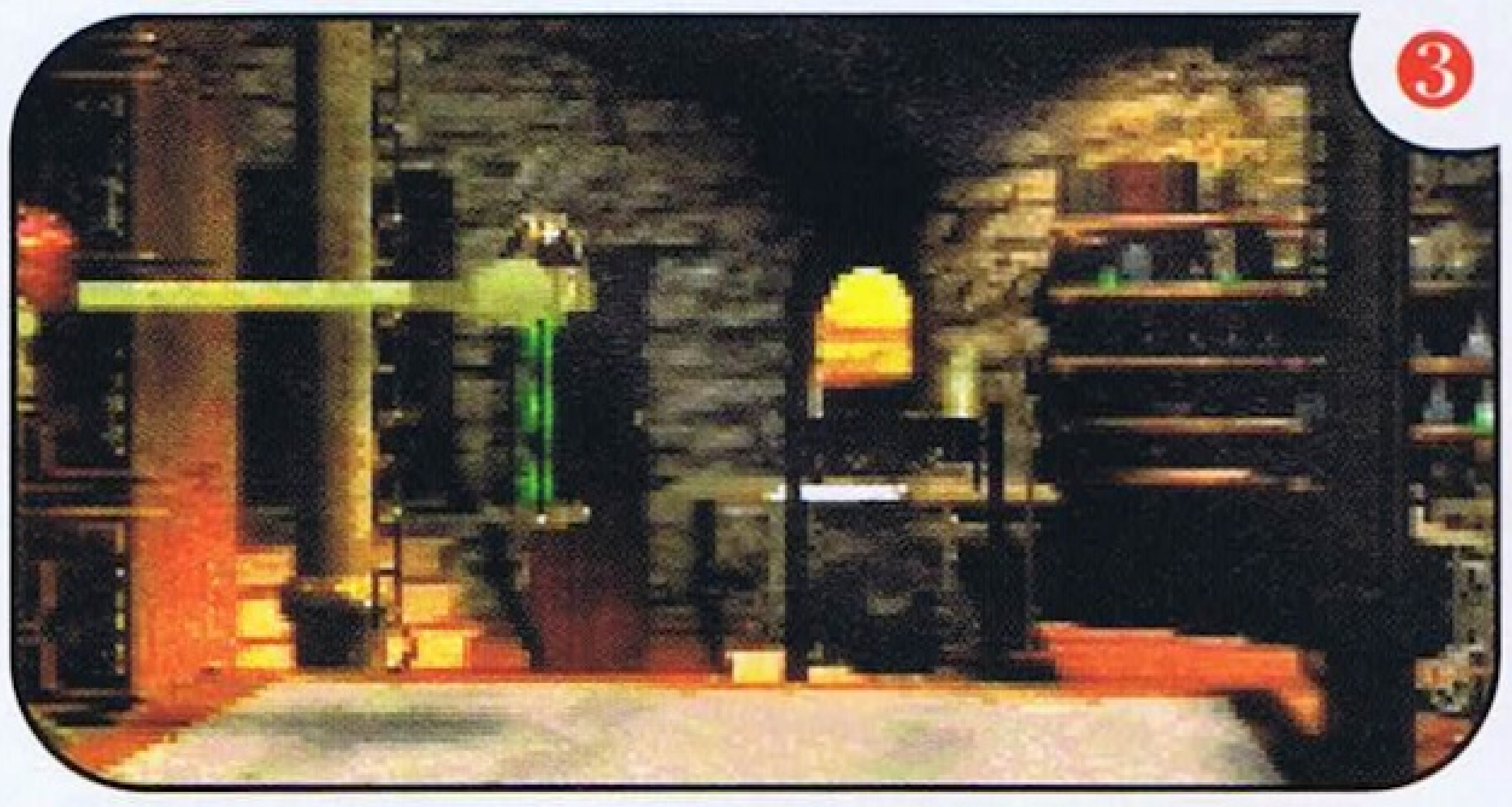
This crystal seems important. I must steal it and throw it out of the window. First knit together a parachute from the loops of string on the left of the window and the handkerchief.

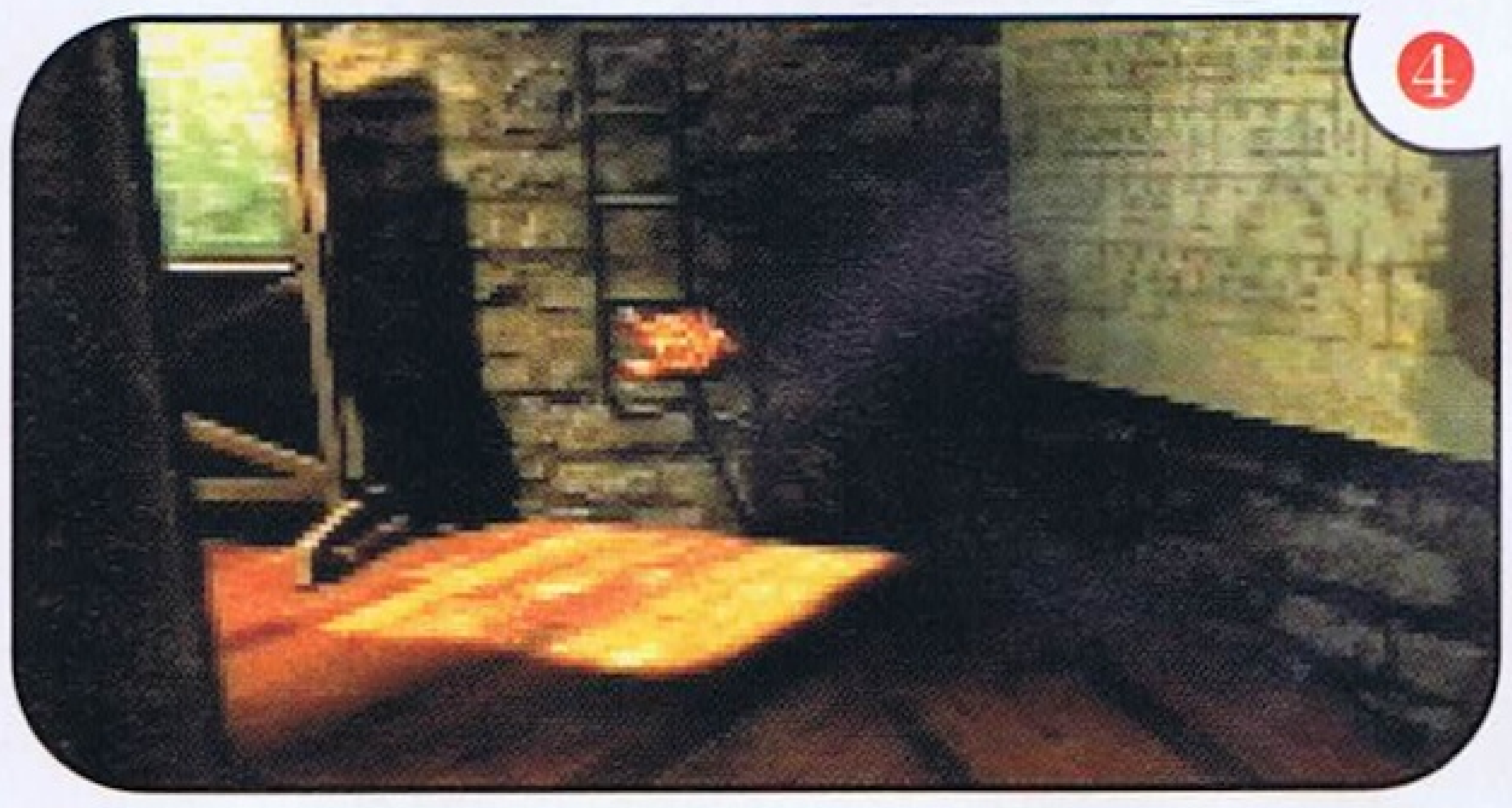


# of the Monster









① I wonder what 'll happen if I drink this? Oh no, I've turned into Jeremy Beadle.... again. ② Potions-a-plenty stack the walls of the laboratories. ③ You'll wander around for hours looking for clues, of which there'll be precious few. ④ Let's go up to the lightening tower and check on the pigeons.

level. So you run around, discover your bedroom, Tim taunts you some more for good measure, you break into the Basement Lab, play with the body parts and the cat in a jar, switch off the refrigerator, melt the ice blocking the doorway, get outside, try to climb a tree and so forth.

This is all well and good, but the sequence just described took me around three hours to complete. Why so long, I hear you ask? Well, the first puzzle is a good example of Frankie's obtuse nature. See if you can work out what to do from this description.

You're in the Resurrection lab and Dr Frankenstein is busy studying some diabolical process in the corner. Several hours later, on the cusp of dying of boredom you wander past a green crystal on a bookshelf. Tim springs to life, spinning 'round in a nasty pirouette. "Don't touch that *again*", he snarls, mightily cheesed off. "Ah", you think to yourself, "this could be important". In you're neverending wanders 'round the lab, you've come across something which looks like a large white key. So what would you do? Any ideas?

The correct sequence of events here is to make a parachute out of four pieces of string and a hankie, nick the green crystal, tie on a 'chute, and lob it out the window. Why didn't I think of that, eh? Maybe the string looking more like a doorkey and the general absence of clues had a small part to play in my confusion. Or maybe not.

Each level and further rooms accessed through the secret corridors have masses of interactive sequences. These include treasure chests to be rummaged in, desks to be rifled through and scientific notes to be read. This is, indeed a lot of fun, but where you're supposed to be going with all the collected clues and gradually unfolding plot is never made explicitly apparent. This is where *Frankenstein* dies a death. Ultimately, wandering around with a head like a bucket of boiling blood, picking up the occasional clue and being subjected to tiny Tim's ritual tauntings, you'd be better off throwing yourself from the parapets.

Then there's insane, campy Dr Frank whose motivation is virtually impossible to fathom. Point and click adventures should be easier to play and more involving than this. Confusion and boredom do not a great adventure make, no matter how good the subject matter or the main actors are.

Iain White

COMPARISON

Blazing Dragons
+ Better, in almost every way
- Tim Curry's not in there

Terry Jones gets to induce a chuckle or two in this point-and-click adventure that never makes the mistake of taking itself seriously. Good for the kids, yet fun, bizarre and lighthearted. *Frankenstein*'s a pretty gloomy cousin.

SECOND OPINION

I'm all for these graphical adventure games as I tend to believe that (done correctly) they can be a real use of the systems powers and overall capabilities. The problems with *Frankenstein*, though, tend to start as soon as you load it up and see Tim Curry; not that he's bad, far from it but you start to feel sorry that an actor of his calibre has had to resort to doing things like this.
The Puzzles are overly difficult and the game does tend to plod along somewhat. For hardcore fans of *Myst* only.

Dean Mortlock

VERDICT

Graphics

6

Dark, foul smelling, puss filled pixels, with boils. The garden level's very pretty.

Sound

5

Moody and frankly depressing fare. Perfect for the game in fact!

Group play

4

Nope. Not unless you've got a multiple personality. Who said that?

Lifespan

6

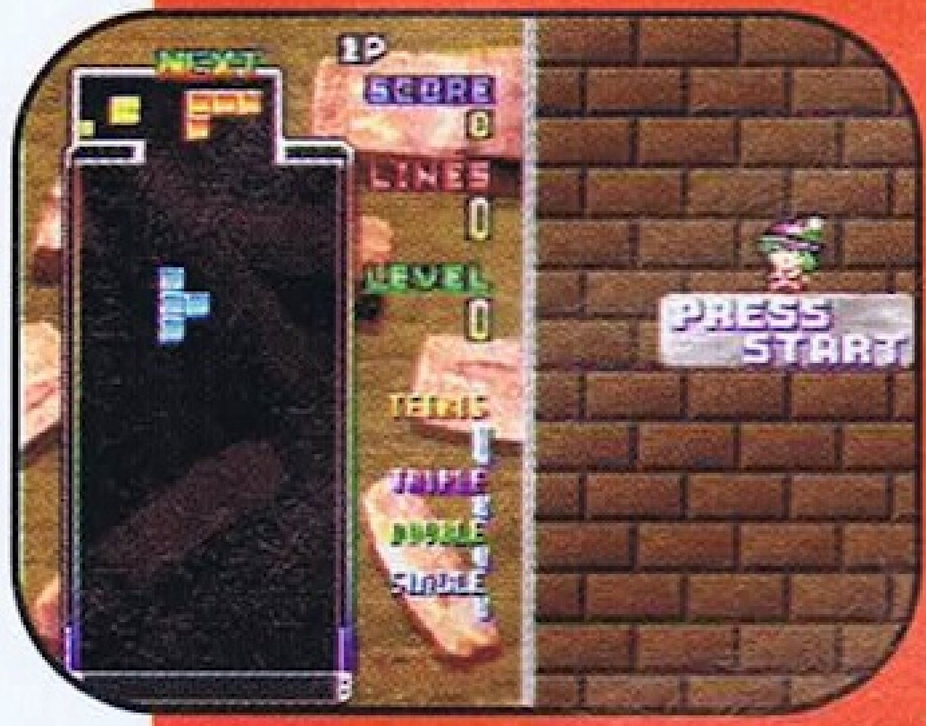
You could be stuck in your bedroom for years, if you're playing it without a decent guide.

A great idea, but a deeply frustrating game. What's the point in making everything so difficult, I ask you? Go for *Discworld 2* or *Blazing Dragons* instead.

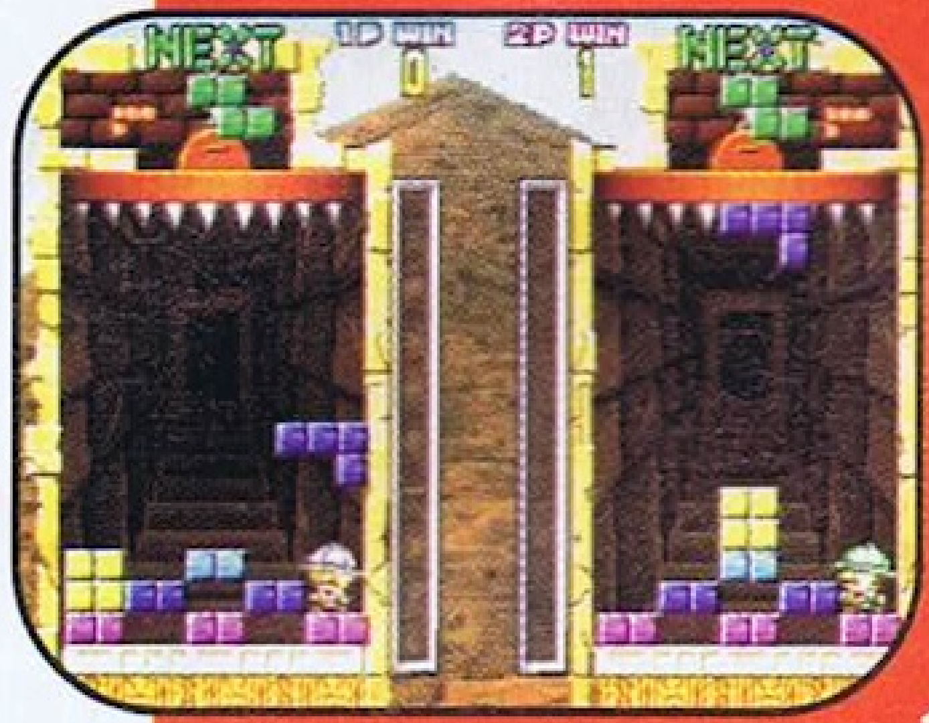
49

Plus cá change

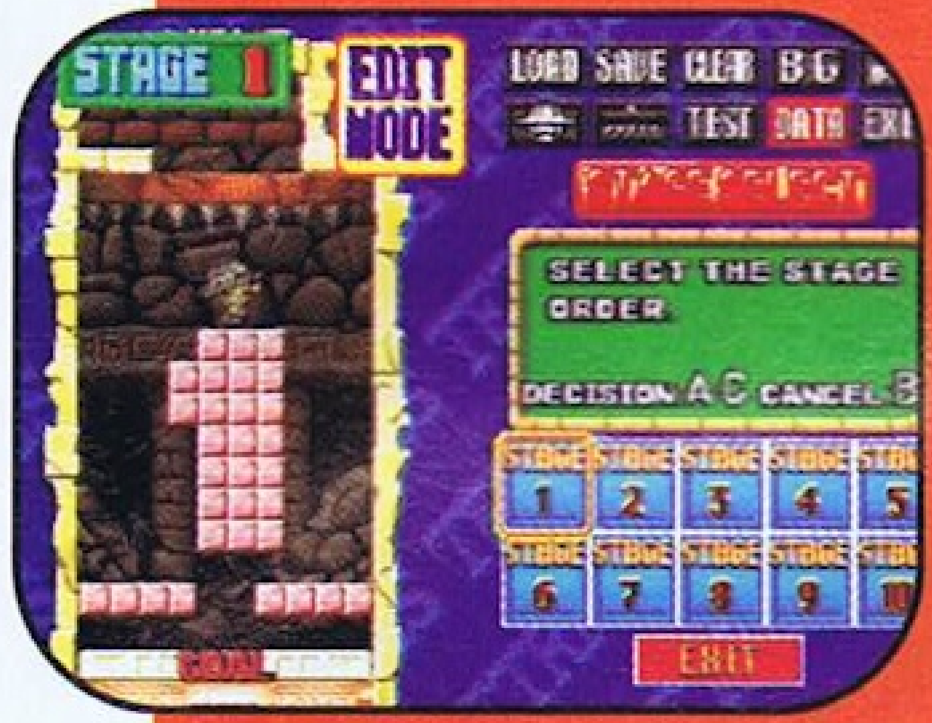
Tetris Plus offers players four different modes to enjoy, as illustrated here…


NEXT
1P
SCORE
LINES
LEVEL
TETRIS
TRIPLE
DOUBLE
SINGLE
PRESS START

Classic mode *Tetris* in its basic and, arguably, finest incarnation. This is undoubtedly the best of *TP*'s four modes, although it's hamstrung by a horribly fierce difficulty curve it nevertheless remains highly addictive.

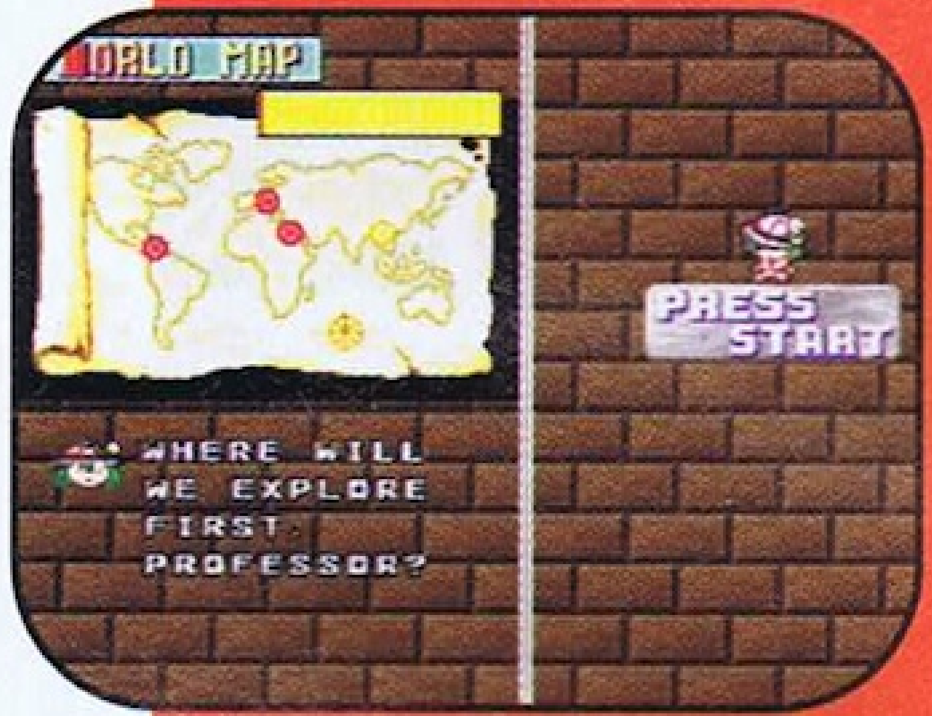

NEXT
1P WIN
2P WIN
NEXT

Vs mode This is Puzzle mode but in its competitive form. Although we would have preferred a two-player version of the classic mode, this suffices for the occasional session…


STAGE 1
EDIT MODE
LOAD SAVE CLEAR BG
TEST DATA
DECISION A C CANCEL B
STAGE 1 2 3 4 5
STAGE 6 7 8 9 0
EDIT

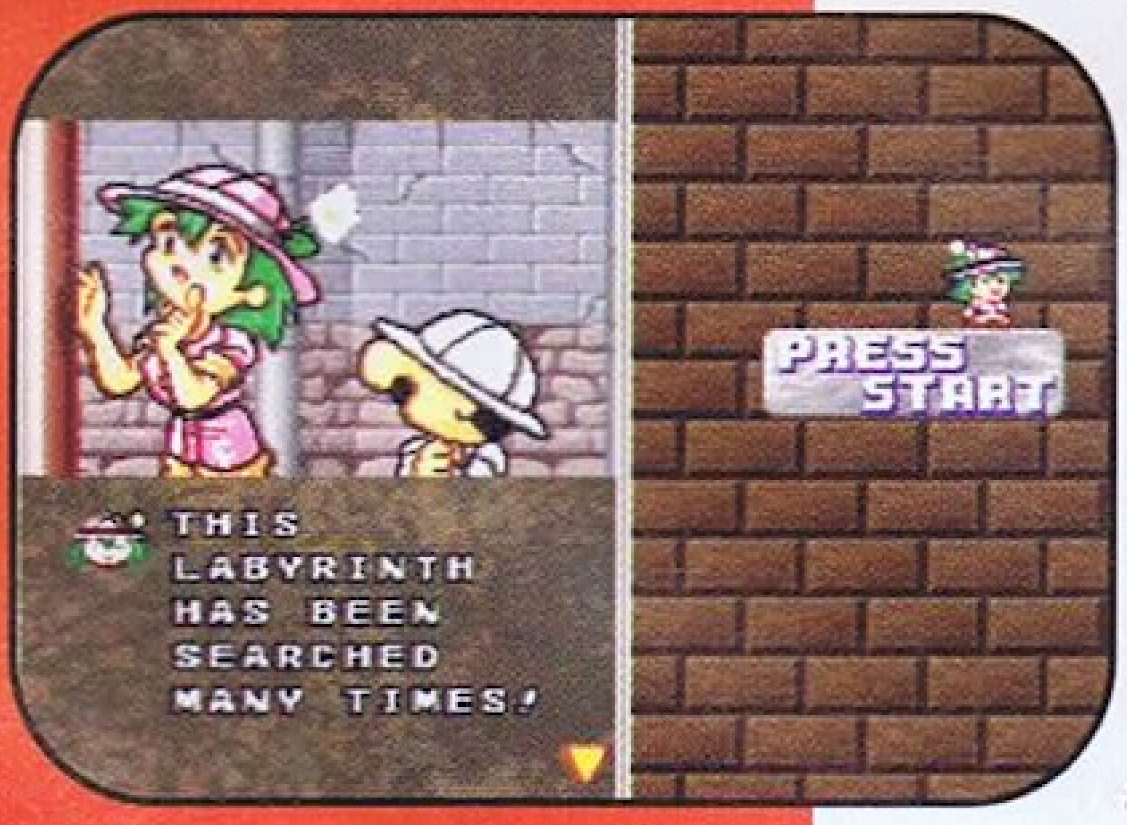
SELECT THE STAGE ORDER.

Edit mode Once the attraction of the Puzzle mode begins to wane – and that's not long – players can create their own screens to play with this easy-to-use editor.


WORLD MAP
PRESS START

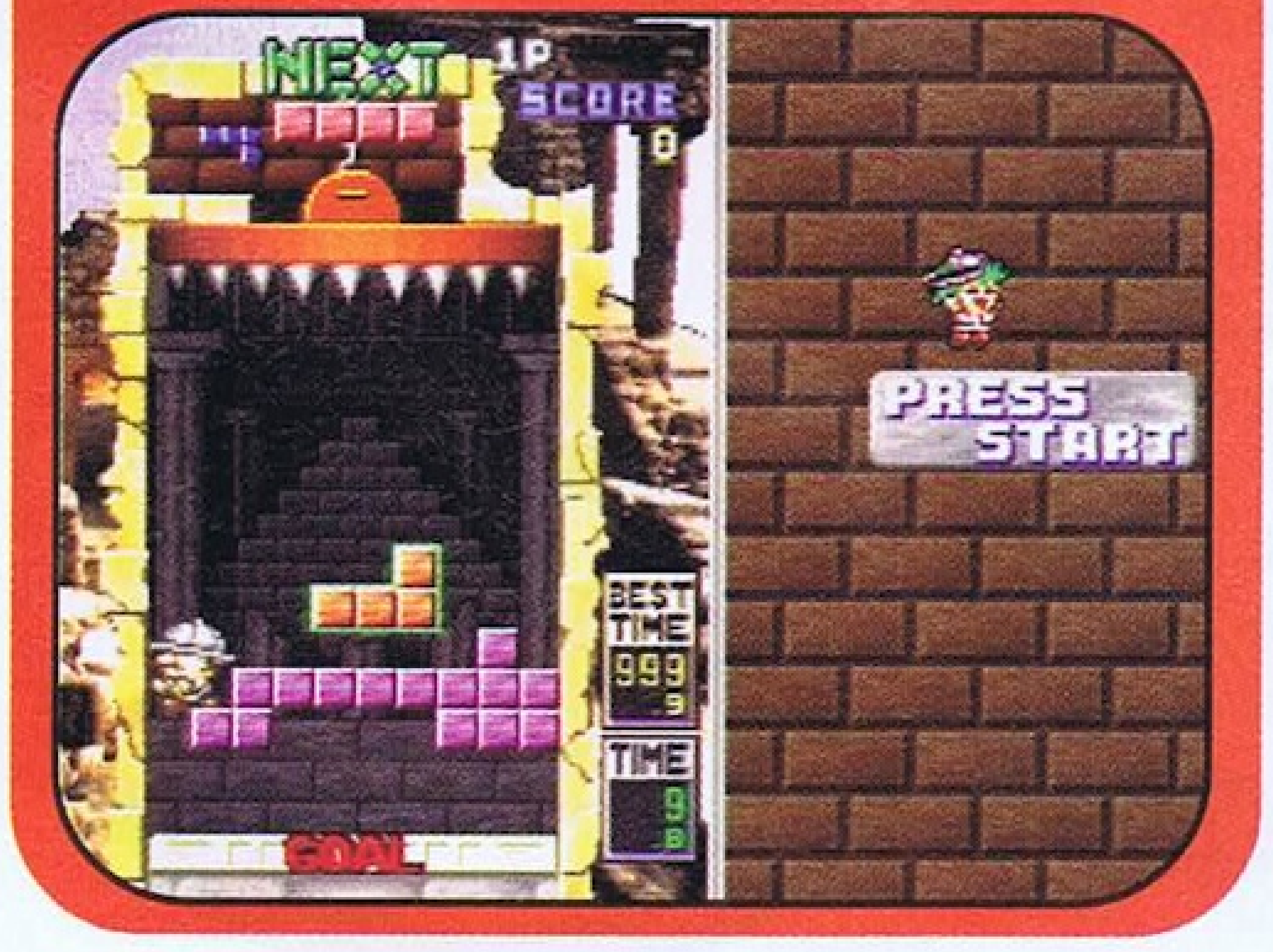
WHERE WILL WE EXPLORE FIRST PROFESSOR?

Puzzle mode Puzzle mode offers players the choice of starting location for *Tetris Plus*' perky pair of insipid… sorry, tepid… sorry, *intrepid*, explorers.

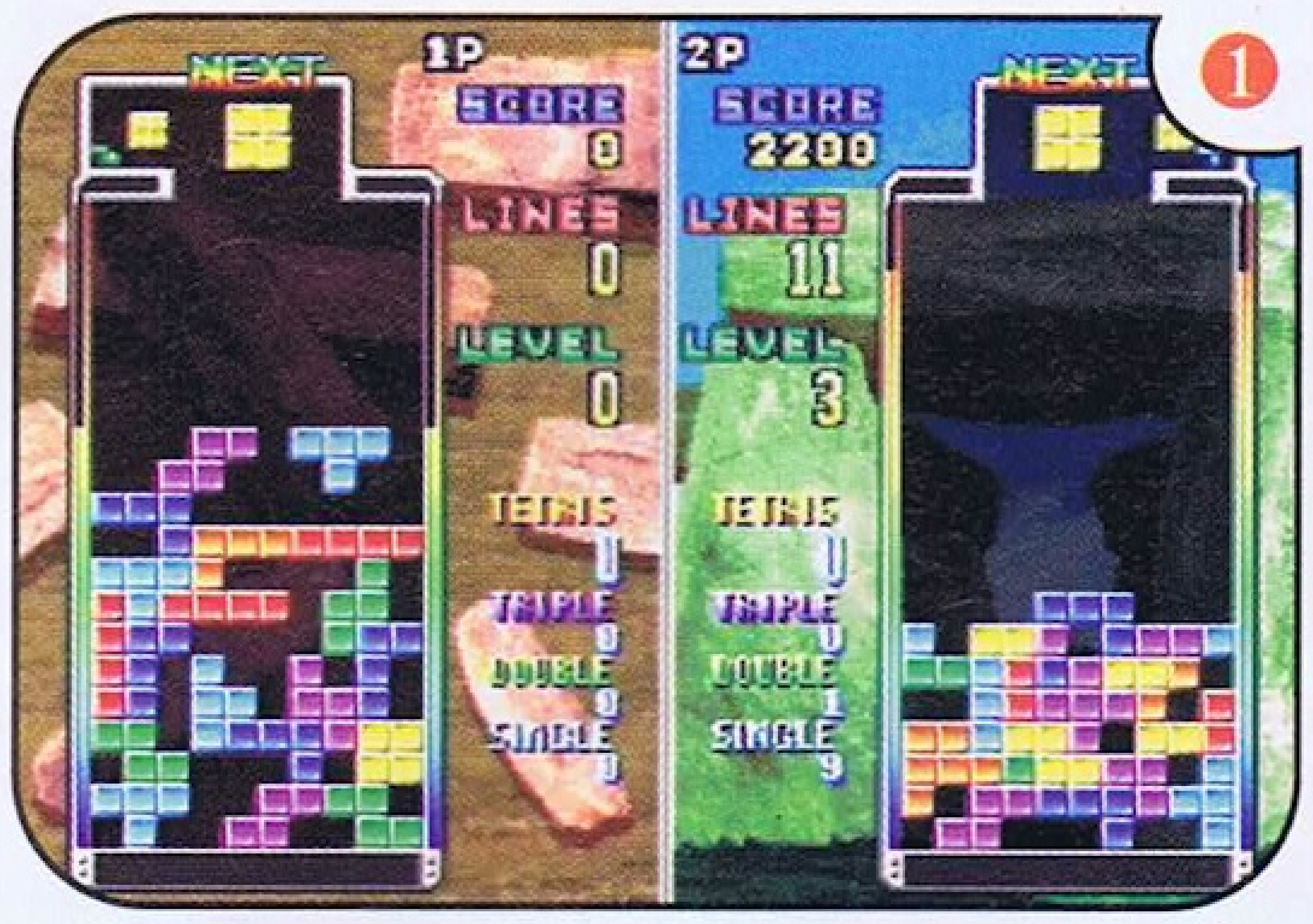

PRESS START

THIS LABYRINTH HAS BEEN SEARCHED MANY TIMES!

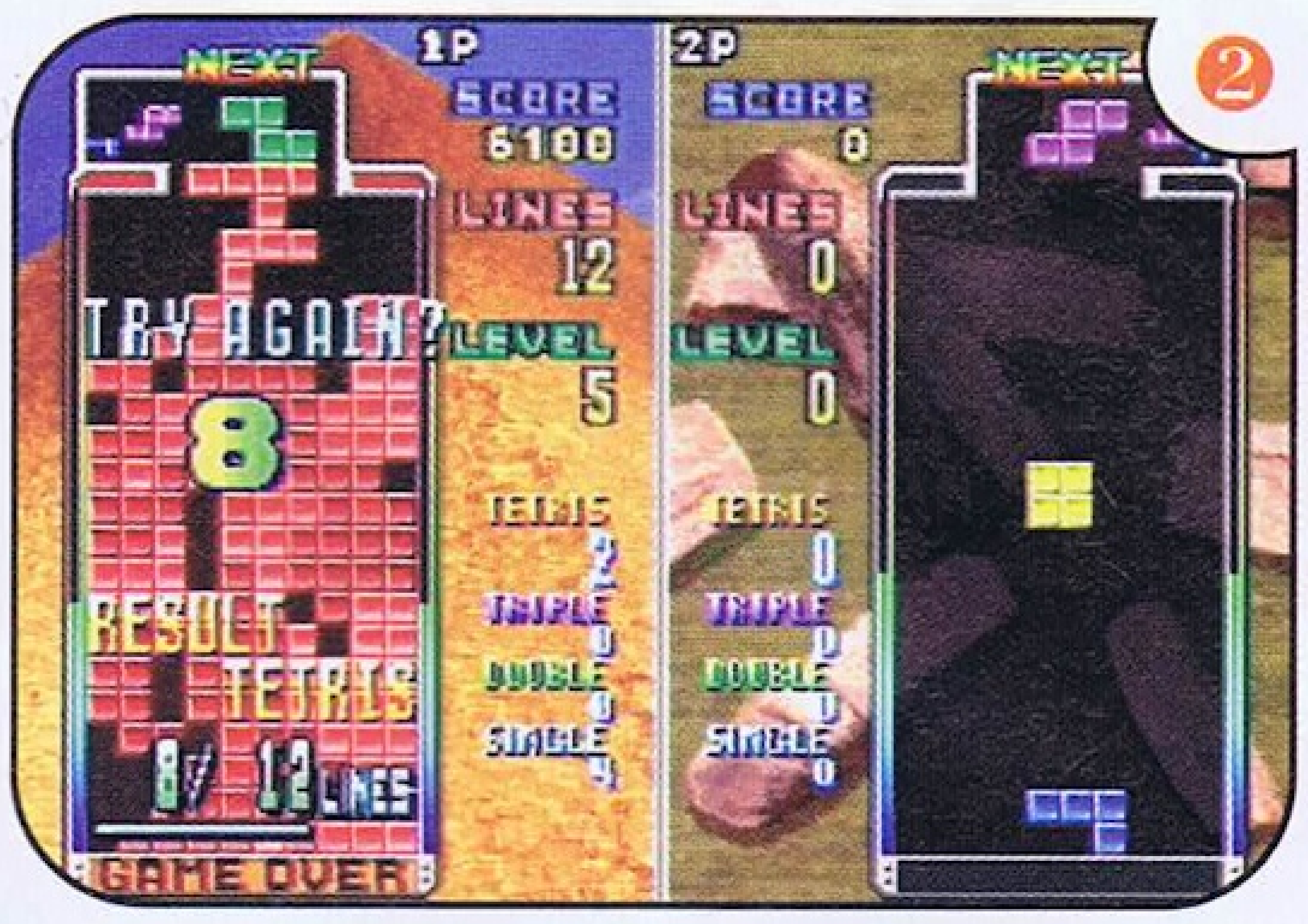
A brief introductory piece provides a storyline. But how can you add a story to a game like *Tetris*, for God's sake? Especially when…


NEXT
1P
SCORE
PRESS START
BEST TIME
TIME
GOAL

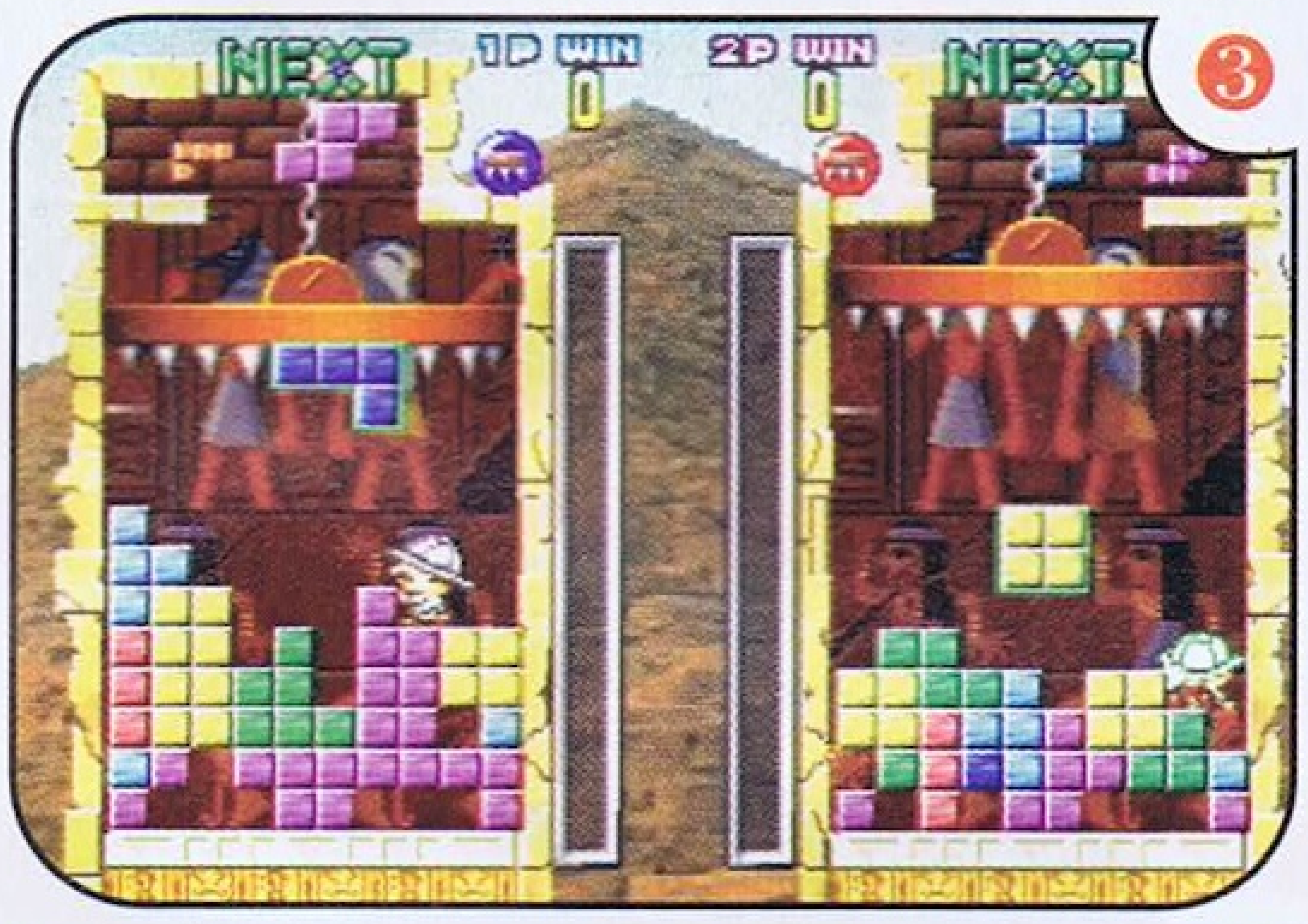
…themed backgrounds and an irritating on-screen character are all you get after enduring the awful opening dialogue. Off!


NEXT
1P
SCORE
2P
SCORE 2200
LINES 0
LINES 11
LEVEL 0
LEVEL 3
TETRIS
TRIPLE
DOUBLE
SINGLE

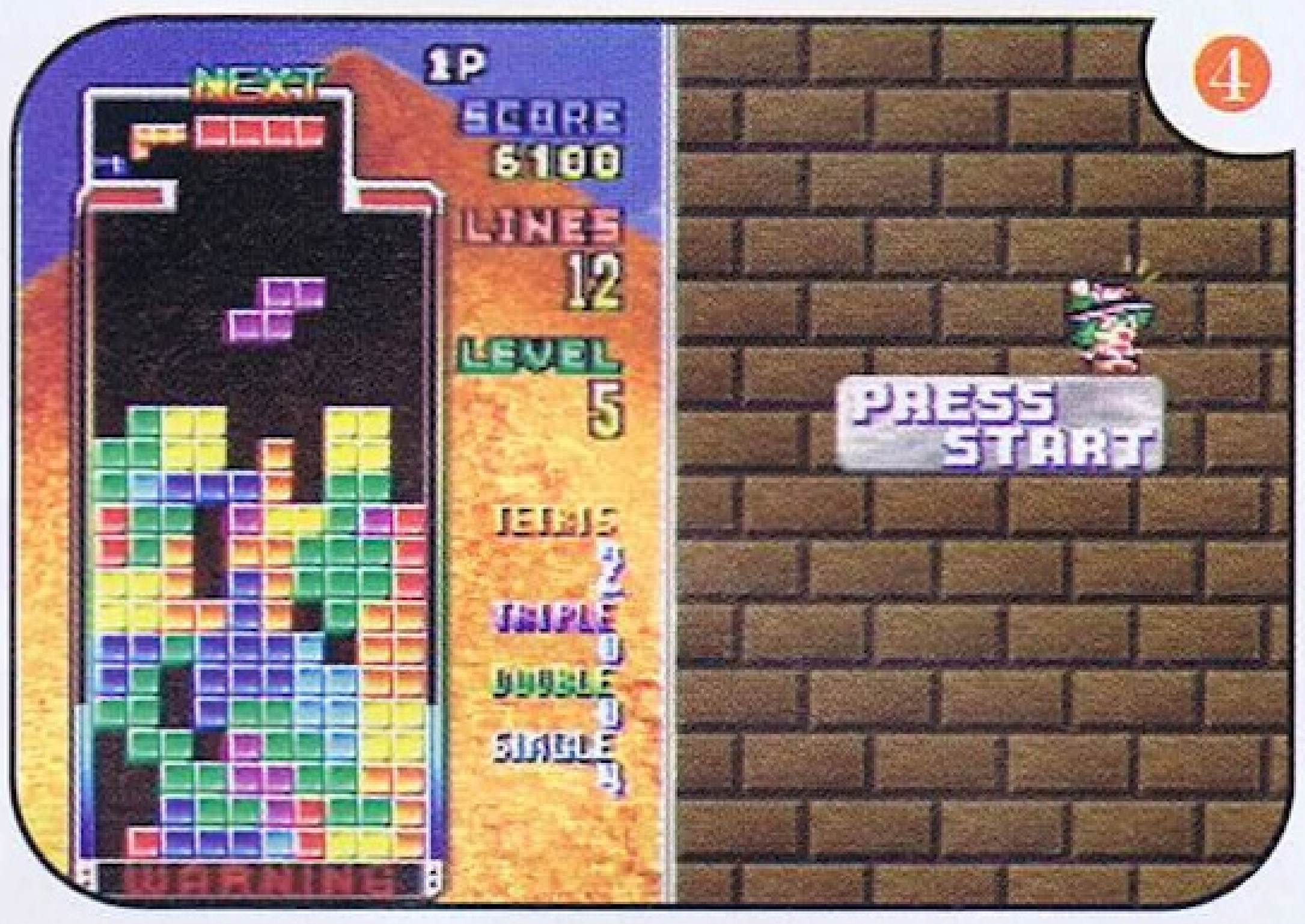
①


NEXT
1P
SCORE 6100
2P
SCORE 0
TRY AGAIN?
8
LINES 12
LEVEL 5
RESULT
TETRIS
8/ 12LINES
GAME OVER

②


NEXT
1P WIN 0
2P WIN 0
NEXT

③


NEXT
1P
SCORE 6100
LINES 12
LEVEL 5
TETRIS
TRIPLE
DOUBLE
SINGLE
PRESS START
WARNING

④

Tetris

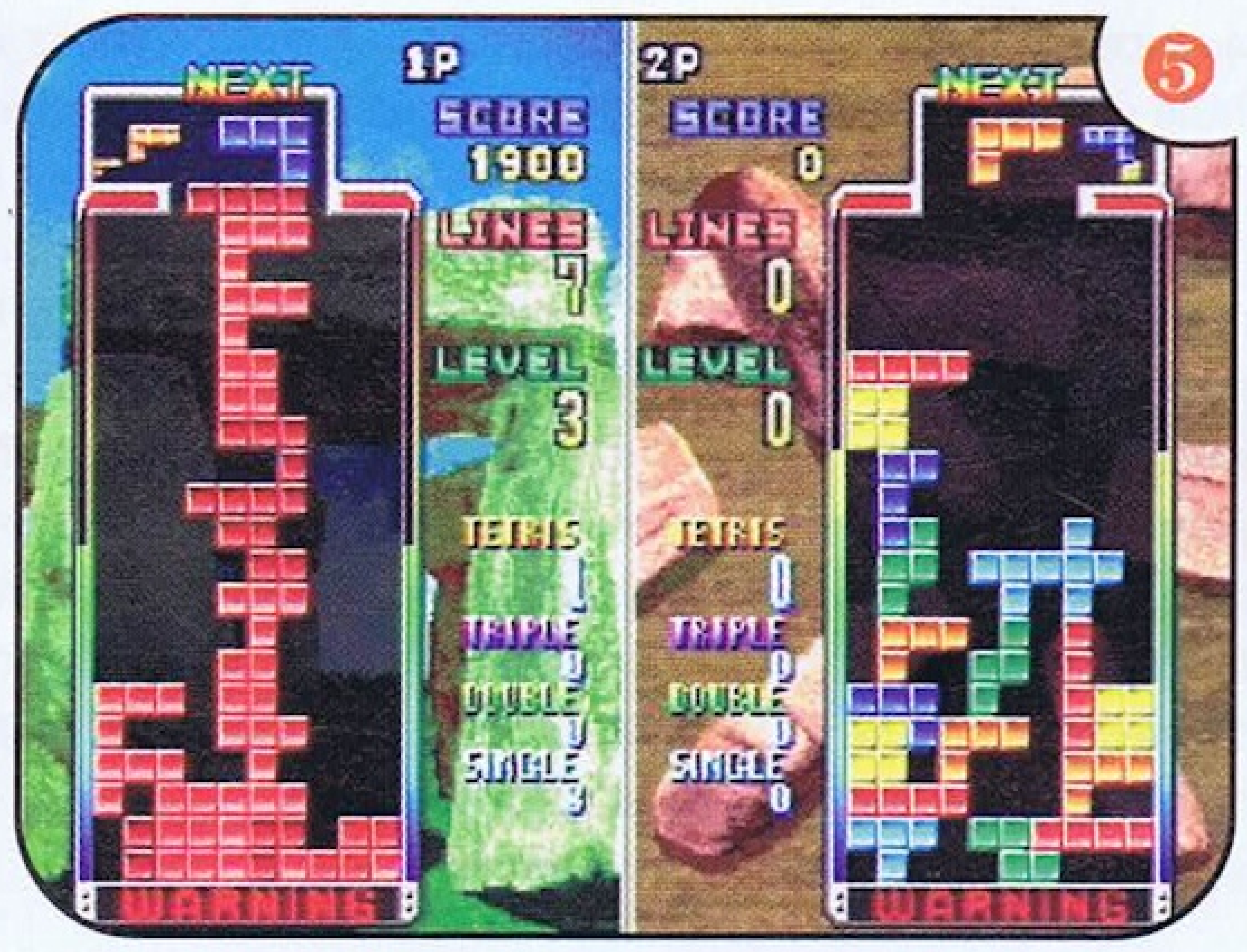
T*etris* is one of the most mercilessly cloned and duplicated titles in the videogame industry's short history. Designed by Alexis Pasnitzov (then a researcher at the USSR Academy of Sciences) and originally coded by Vadim Gerasimov (an 18-year-old student at Moscow University), it's an eye-opening indictment of game design standards. Most current releases – created, as they are, with teams on a regular payroll for their labours – are immeasurably less playable. *Tetris* is the father of a genre, with a nuclear family of tweaked clones and a host of derivative in-laws. From *Columns* to *Mean Bean Machine*, from *Super Puzzle Fighter Turbo* to the *Bust-a-Move* series, a considerable array of titles almost certainly owe their existence to the musings of a 30-year-old Russian playing with some ancient technology.

> "Tetris is the father of a genre, with a nuclear family of derivative in-laws… Columns, Mean Bean Machine… Bust-a-Move series…"

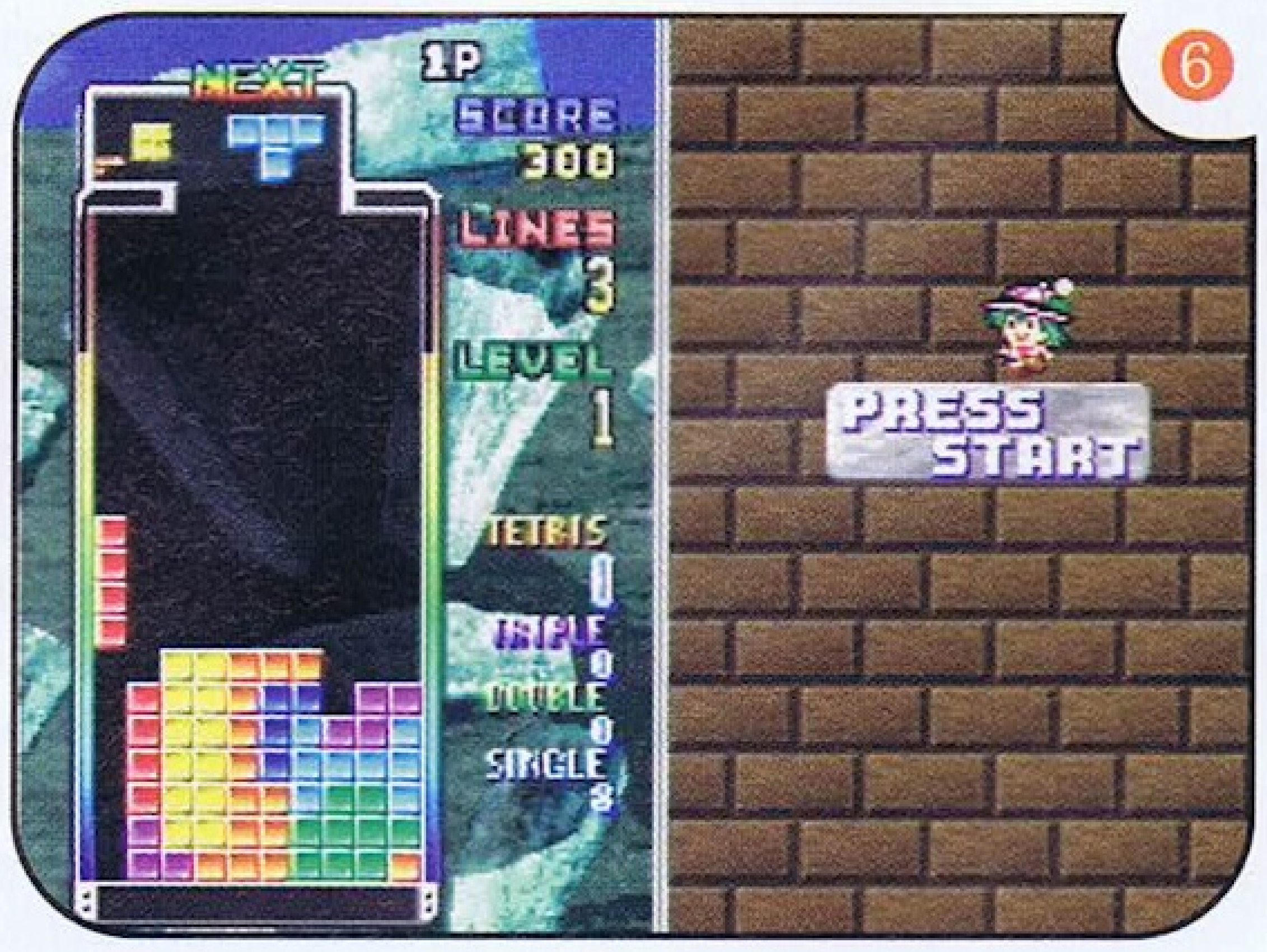
Find yourself a PC with Internet access for the afternoon and you could download literally hundreds of public domain and shareware versions of *Tetris*.

Hypothetically, were you to observe each and every one with a critical eye, you'd come to a logical conclusion – the best (and most) you can really do with *Tetris* is add a two-player mode. Different shapes? Nah. Rarely works. If that were to be carefully considered it could be acceptable as an option, but little more. Sampled speech? Animated blocks? Themed backgrounds? Mere aesthetic indulgence. *Tetris* is *Tetris* is *Tetris* is *Tetris*. It's as simple as that.

So, and after a few hundred words of *Tetris* appreciation of preternatural proportions, it's no-doubt evident to **Saturn Power** readers (especially those familiar with generic game reviewing formulas favoured by piss-poor hacks such as myself, heh heh) that Jaleco's game is quite probably flawed. And, you know, it *is*. Consider the basic

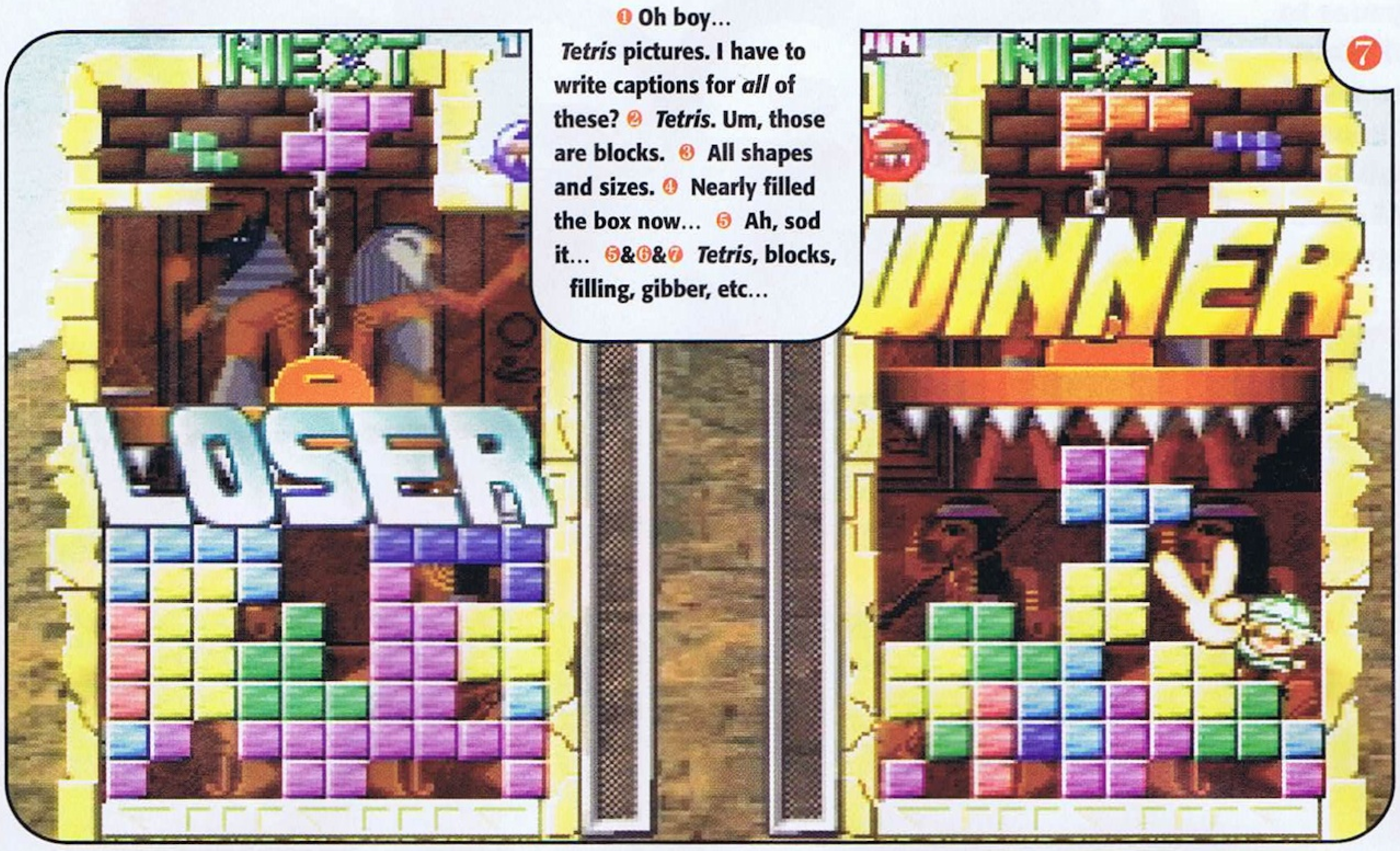

NEXT
1P
SCORE 1900
2P
SCORE 0
LINES 7
LINES 0
LEVEL 3
LEVEL 0
TETRIS
TRIPLE
DOUBLE
SINGLE
WARNING
WARNING

⑤


NEXT
1P
SCORE 300
LINES 3
LEVEL 1
TETRIS
TRIPLE
DOUBLE
SINGLE
PRESS START

⑥

Players	One-two	**Play modes**	Three
Difficulty	Varied	**Release Date**	September
Top 100 Position	N/A	**JVC**	☎ (0171) 240 3121



① Oh boy… *Tetris* pictures. I have to write captions for *all* of these? ② *Tetris*. Um, those are blocks. ③ All shapes and sizes. ④ Nearly filled the box now… ⑤ Ah, sod it… ⑤&⑥&⑦ *Tetris*, blocks, filling, gibber, etc…

Plus

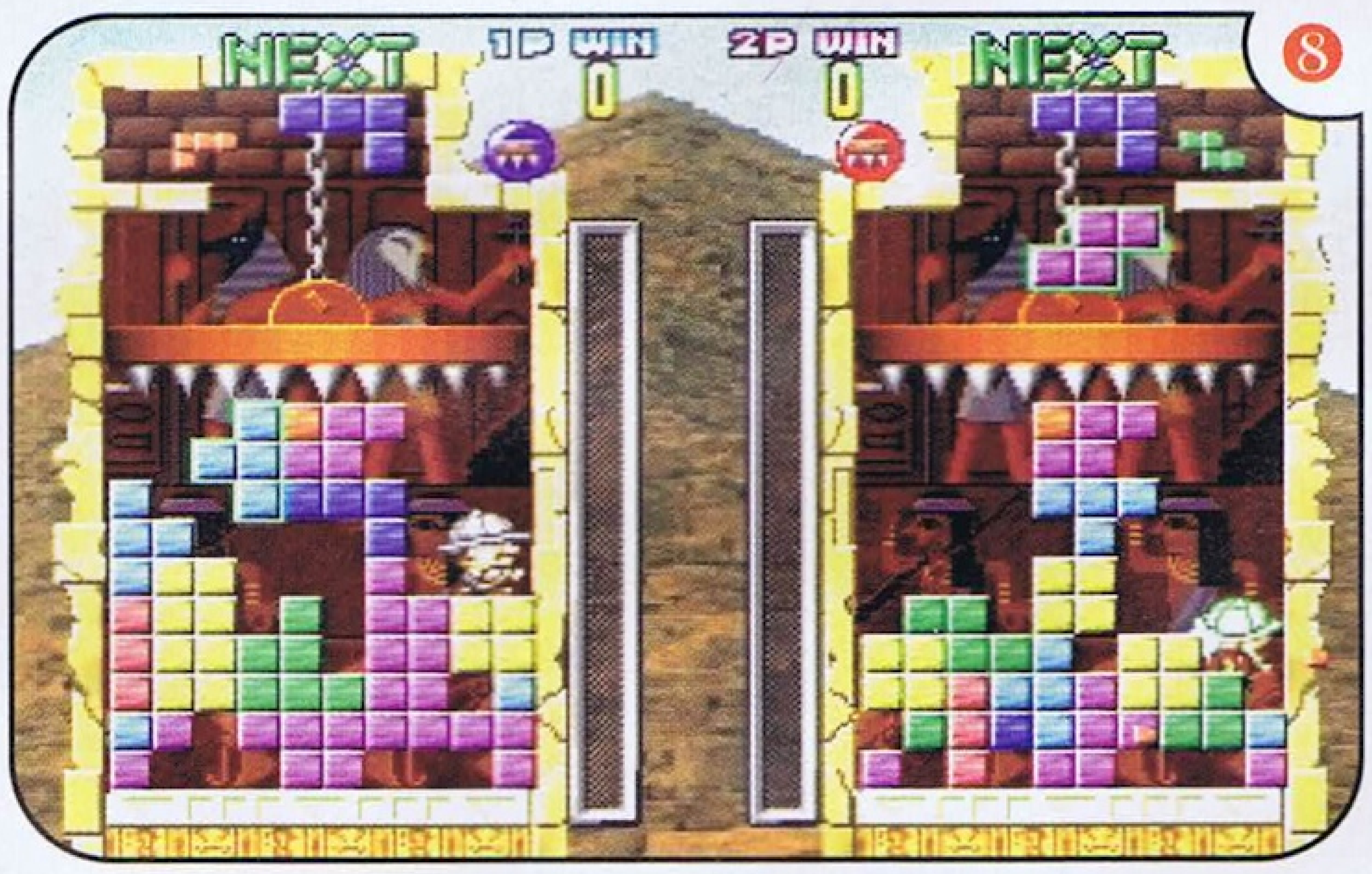
Once from Russia with love, now from Japan with ‘plot’ as JVC give the much-travelled *Tetris* its European Saturn debut.

Tetris concept. Now picture an obscure plot concerning an archeologist and his assistant. The two may seem mutually exclusive; both should be repelled from each other by some universal force responsible for stifling crap ideas. But no. Tetris Plus has a *plot* (and I italicise the word to emphasise a spitting kind of delivery).

But, at very least, *TP*’s feeble introductory sequence and theme are relevant, albeit in a small and obscure way. Jaleco have included a puzzle mode, whereby an on-screen character – the explorer, natch – walks on top of *Tetris* shapes with backdrops displaying tombs and the like. Drop a block onto him and he’ll climb to the top of it. The idea is to remove obstructions from his path in order to clear a route to the exit at the bottom of the screen. But wait! There’s more! Spikes descend from the ceiling at a rate defined by a timer and the level involved. Naturally, contact between character and these results in a ‘Life Lost’ situation.

It’s certainly a different idea but, for me, it’s not one that works. For a start, I *want* the little bastard to die (and I’m miffed that I don’t get points for killing him in record time). Secondly, there’s little sense of achievement. I know that’s a criticism of those with no affinity for accruing stupidly high scores often level at common-or-garden *Tetris*, but screen after screen of his mindless milling around really does become tiresome. You can play a two-player challenge in this mode – which, admittedly, does prove entertaining for a while – but I, for one, would rather play *proper Tetris*.

Fortunately, Jaleco didn’t neglect to include that option. Lamentably, there’s no competitive mode, but players can participate side-by-side in seeing who can last the longest. And that’s not very long at all, believe me. For some reason, *Plus* begins to hurtle shapes down at ridiculous speeds after a woefully short period of time. It’s not that I can’t play it – the Top 10 scores saved scores on our internal RAM are attributed to some of the more imaginative obscenities I could imagine at the time – but it’s just too damn quick in becoming difficult. *Tetris* should get fast at a steady (and, preferably, user-defined) pace. *Plus* has three skill options, the easiest of which will have most Saturn owners tearing their hair at the roots.

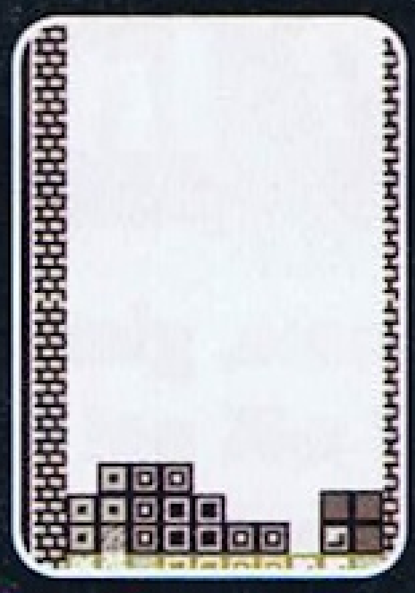


Why are there no decent options for speed and skill levels? Why can’t players change the size of the playfield to provide a little variety? Why is there no competitive play in Classic mode? These additions would have been relatively simple for Jaleco to implement, and they’re conspicuous by there absence. Perhaps *TP*’s worst crime – a near-unforgivable transgression – is that it flashes text near the top of the playfield when you complete a line or more. It’s distracting, it’s unnecessary… and it also obscures the top few rows. For shame, Jaleco.

Tetris Plus isn’t awful, just badly designed. The ‘theme’ mode is throwaway, but the ‘classic mode’ remains playable, despite the near-ludicrous rate at which its speed increases. For that reason alone I offer a *tentative* recommendation, because I’ve been playing it for the past week. But 30-odd quid is a lot to pay for game of *Tetris*… and a slightly flawed version, at that. At this price, you could buy a Game Boy and *Tetris* instead…

James Price

COMPARISON



The Game Boy

▲ Wow, a portable Spectrum that lets you play *Tetris*!
▼ A portable Spectrum that allows you to play *Tetris*.
For the loot one could shell out in buying *Tetris Plus*, you could buy a Game Boy with *Tetris*. And it’s a bloody good version too – blocks, lines, everything. It’s also great for annoying the willies out of people while on the train, rivalled only by the tinny ‘white noise’ of a personal stereo.

SECOND OPINION

Well this is want we want, isn’t it? Forget all your fancy driving games with 60 frames-per-second and the shady lure of the rendered niceties of almost anything currently in development, what you really want is *Tetris*, isn’t it?

Now I know we’re always harping on about the fact that a lot of today’s titles seem to lack the miracle ingredient, ‘gameplay’, but this could just be taking things a little bit too far. This version is, sadly, far too tough in many places and a poor conversion of the classic.

Dean Mortlock

VERDICT

Graphics

4 **Nothing short of average, with blocks, dull backgrounds and little else to look at.**

Sound

4 **Banal tunes and squeaks, players will soon remove. But could you expect much more.**

Group play

7 **The Vs mode uses the Puzzle model – a shame. We’d have preferred a two-player game…**

Lifespan

6 **Puzzle mode won’t keep players enthralled for long, but Classic mode is… well, classic.**

A solid adventure that isn’t really the comedy it attempts to be. As an adventure it’s engrossing, but a provider of belly laughs, guffaws, even chuckles? Sadly, no.

61

Sega

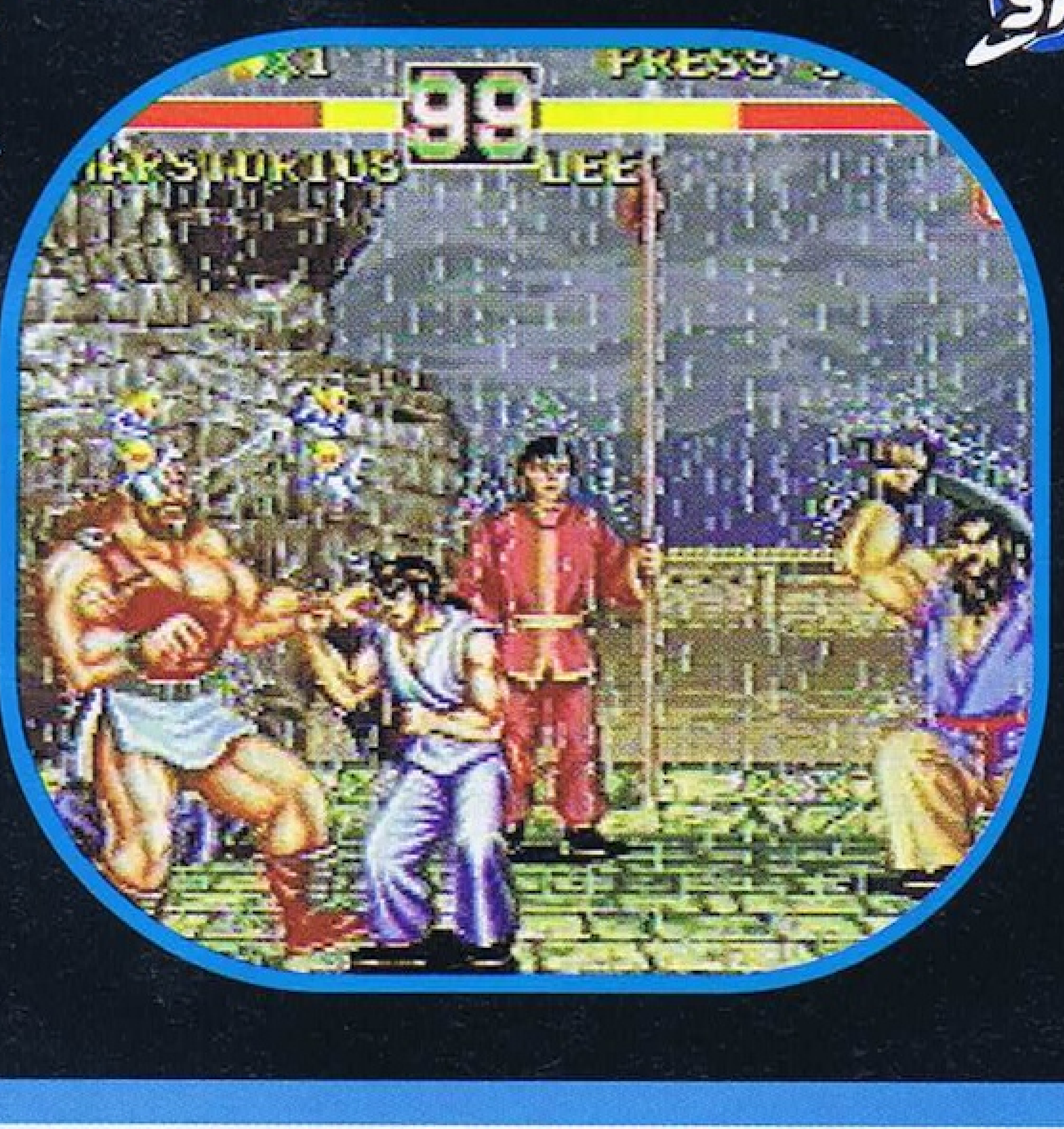
"Gimme, gimme, gimme, gimme, now, now, now, now! I will not wait for the games to get over here. I WANT THEM NOW!" Calm down gentle reader as we show you what's what in the cack-infested world of imports. You need our opinions on *Fighter's History* and *Rockman X4* more than you know...

Fighter's History Dynamite/Karnov's Revenge

Released in: Japan ● Developed by: Data East ● Published by: SNK

I am going to make no effort to hide my contempt for this crude sub-standard Neo Geo CD conversion. *Fighter's History Dynamite/Karnov's Revenge* is the fighting game so crap they named it twice. You see, apart from all its other gaping flaws, this game also has an identity crisis – you can play it either in Japanese mode as *Fighter's History Dynamite* or in Overseas mode as *Karnov's Revenge*. I thought that this was like a two-games-in-one deal, but as far as I can tell, this does nothing to change the game apart from allowing the unfortunate gamer to read the text in English. When I first loaded *Fighter's/Revenge*, I was astonished at how truly awful it was. I thought it must be me, I just had to be missing something. I had the displeasure of having to play this nasty little game for hours, no game could be this bad and get released on the Saturn surely? Well sadly it could and it has.

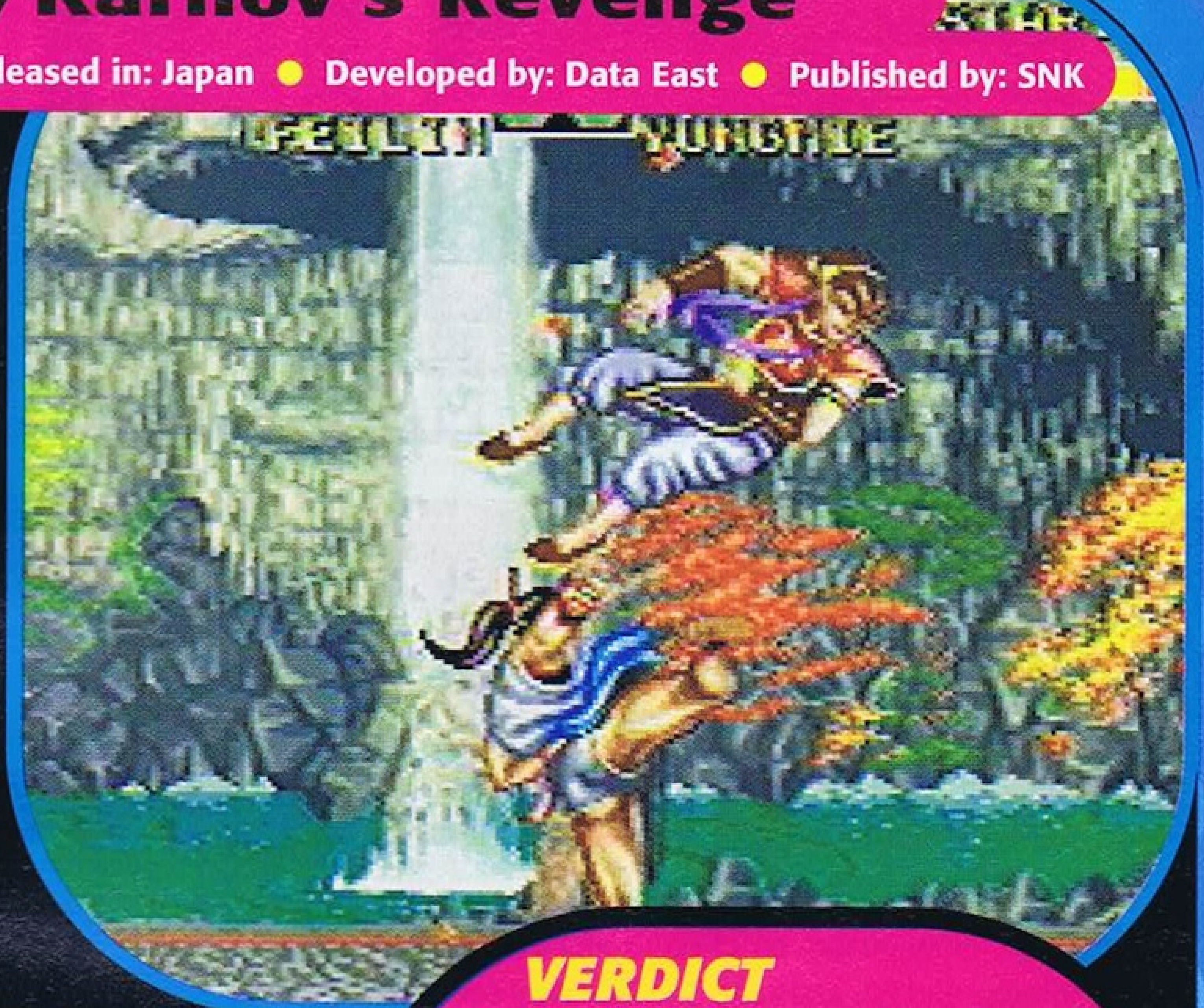
Data East have taken an extremely poor SNK Neo Geo CD game and viciously chopped down the frame rate and animation and succeeded in making it even worse. If this was released on the Mega Drive, it would still fall short of the standard expected of one-on-one fighters for 16-bit consoles. *Fighter's/Revenge* bears more than a passing resemblance to oh, about a million other fighting games, only it is laughably poor in every department. It looks a lot like the original SNES *Street Fighter 2*. It's control method is like, ahem, just like *Street Fighter 2*. The sound effects and music are unforgivably forgettable; the usual knocks, pings, grunts, groans and screams accompanied by the perfunctory by-the-numbers musical accompaniment. One thing that is definitely missing from the proceedings are some scaling/zooming effects - a standard part of almost every beat-'em-up these days. All thirteen characters are standard fighting game fare. The backgrounds do change, albeit slightly, for each progressive stage of your match-up with an opponent. One round you're battling under clear blue skies, while in the next, there are rain drops bouncing off of the wizened, sad, old guy in the background.



The *Fighting Vipers* 'Weak Point' strategy has been ripped off. This is where each fighter has a specific point on his/her body that will break away if hit three times. Knocking your opponent for a fourth time on that weak area will cause them to become dizzy.

Incredibly *Fighter's/Revenge* makes use of the additional RAM cart, although God knows how poor it would be without it.

The state that this has left me in, I think it would be kinder not to even try to find out. If you want a quality Neo Geo conversion get *King of Fighters '96* or, for the best 2D fighter going, get Capcom's wonderful *Marvel Super Heroes*. But don't even think of violating your Saturn by putting this ferret's floater inside it.

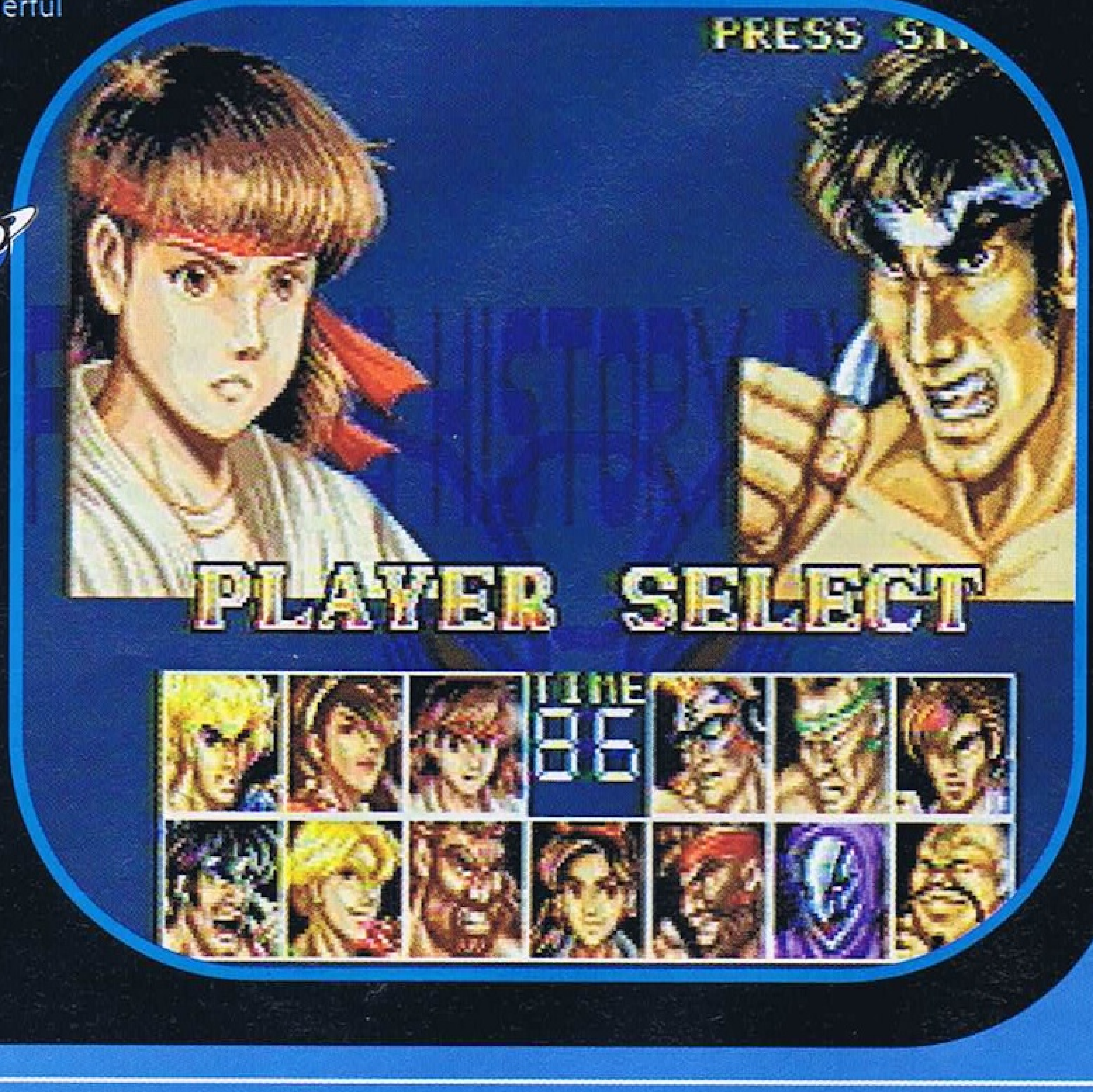


VERDICT

13% – Even if you are a huge beat-'em-up fan, avoid this shambling travesty of a game as though your life depends on it.

STATUS

No chance. Sega should pay Data East *not* to publish this over here!



World

Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

Rockman X4

Released in: Japan ● Developed by: Capcom ● Published by: Capcom

The third *Rockman* (*Megaman*) game for the Sega Saturn is here! Oh yes indeedy Rockman is back, with a whole new arsenal of weapons. Now you can chose to be Rockman X or his buddy Zero, and to battle through hordes of evil robots. Yes I know it is only a 2D platform shooter and it is terribly unfashionable to be into this sort of game. But I like this kind of game because of the sheer pace of the action, as well as the variety of the well thought out level design that has obviously gone into it.

Rockman X4 is broken up with lots of cartoon footage, although everything is of course in Japanese, so you can't really follow the plot.

After completing the first level, you will be able to choose between eight other levels, consisting of: Jungle, Cyberspace, Air Base, Volcano, Sea, Bio Lab, Train and Snow Base, each with it's own boss. These end bosses are something else. Each of them has their own personality, for example Magmad Dragoon fights just like Ryu/Ken, complete with a Dragon Punch and a Fireball, and you feel somewhat sorry to destroy them.

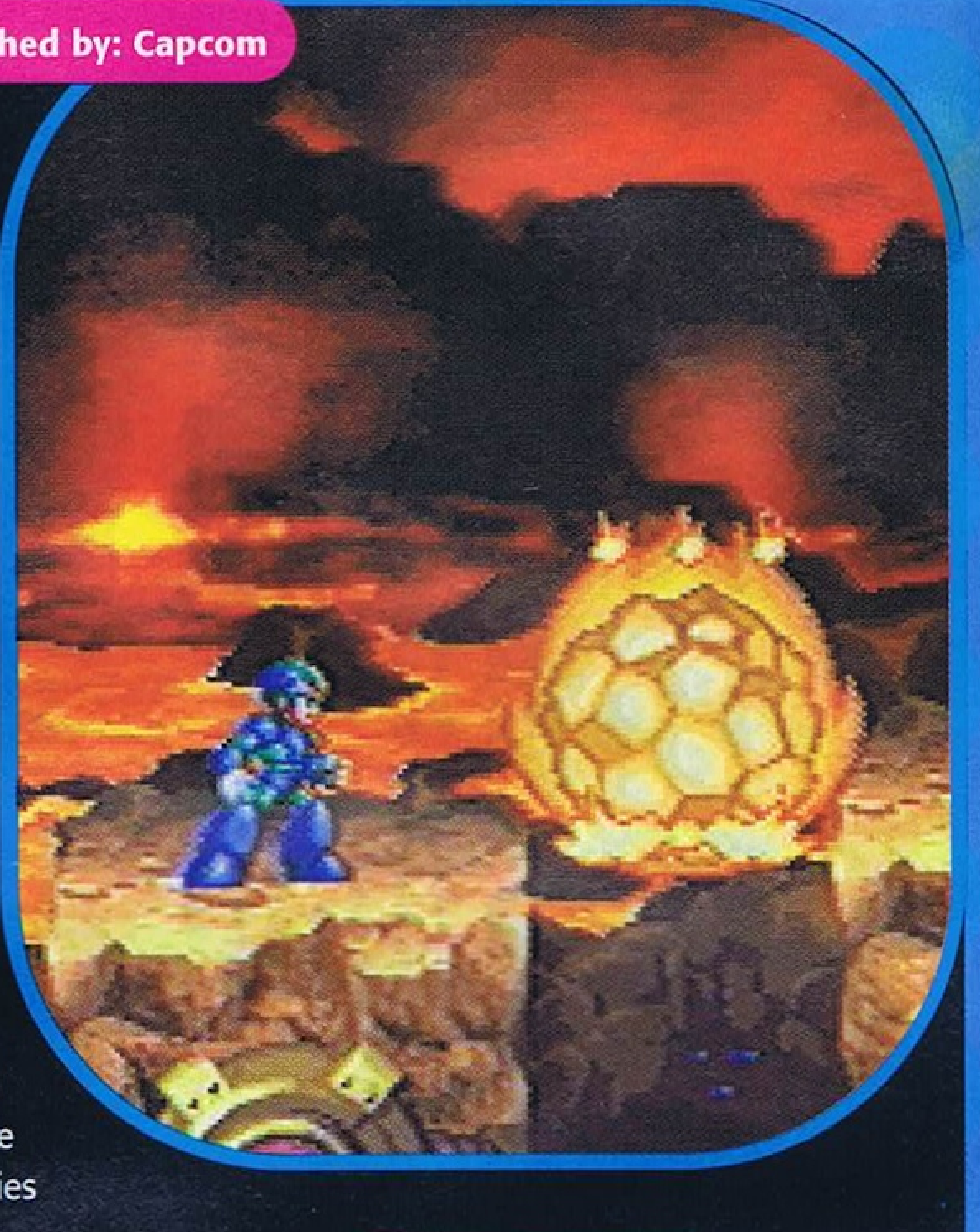
In *Rockman X4*, you are able to choose between the hero, Rockman X, or his buddy Zero (I prefer Zero). The main differences between these two formidable freedom fighters are that Rockman fights by shooting from his hand, while Zero slashes with a cool light sabre. Once you pick a character you cannot change to the other, as both of them have different storylines.

The levels are all pretty impressive and are refreshingly innovative for a 2D game. Some sections such as the stairways of the Bio Lab, in which you climb an ever ascending staircase to the top of the level, are graphically pleasing – the Jungle Base also has some amazing water effects. Even the enemies are well crafted, from bats dropping bombs to an *Independence Day*-like airship that shoots red-coloured beam onto the city.

The music is okay. Not great, but okay as your average gaming music. One or two stages, like the Volcano stage and the Sea Base stage, stand out though. As for the SFX, they're adequate too, with the normal exploding, slashing and "aargh" of the enemies sounding clear and crisp.

"But what of the gameplay?", I hear you cry. Well that is where *Rockman X4* scores very highly. It's a basic platformer where you shoot robots and jump out of meteors and fight the end boss. Basic enough to pick up and play, but has that fiercely addictive quality that keeps you playing for hours and draws you back again for more.

Reviews by: ***Pete Coulson***

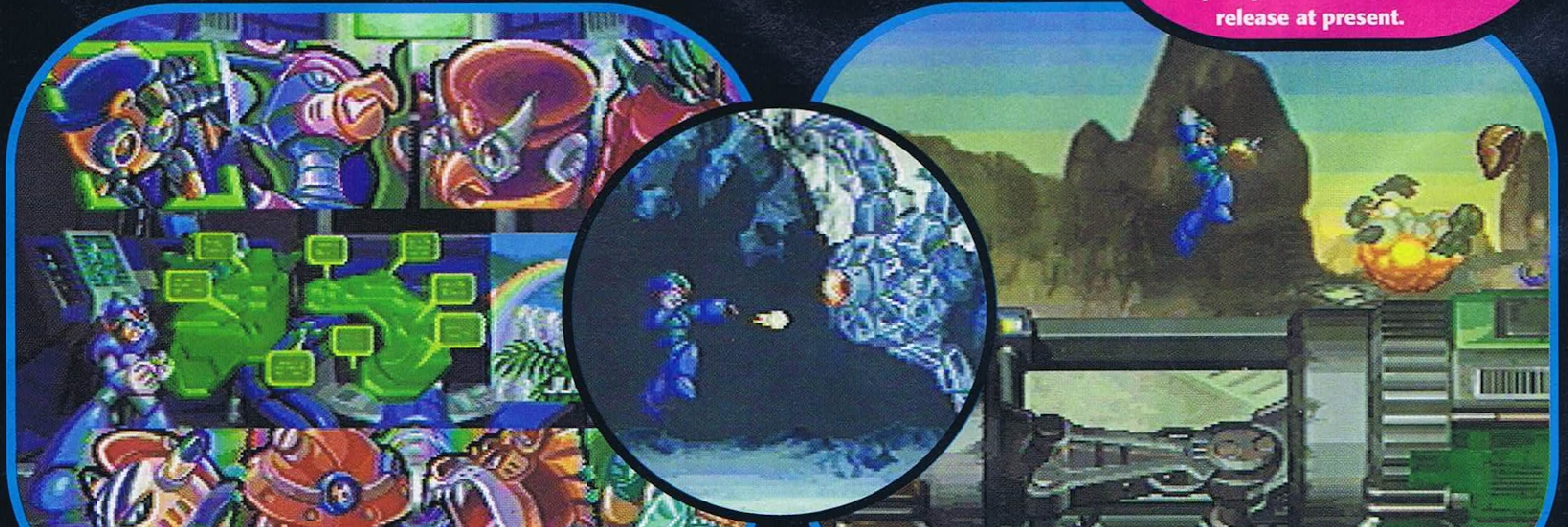


VERDICT

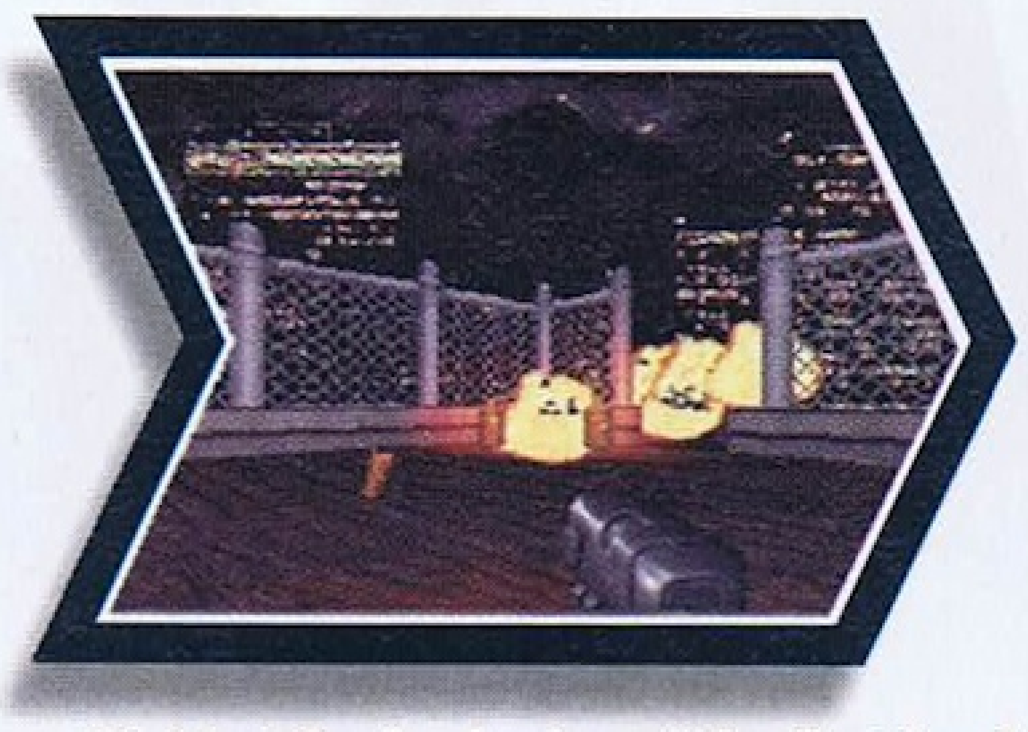
80% – Basically, *Rockman X4* is a great game that comes highly recommended, but you may do well to wait for the US release just so you can understand the plot.

STATUS

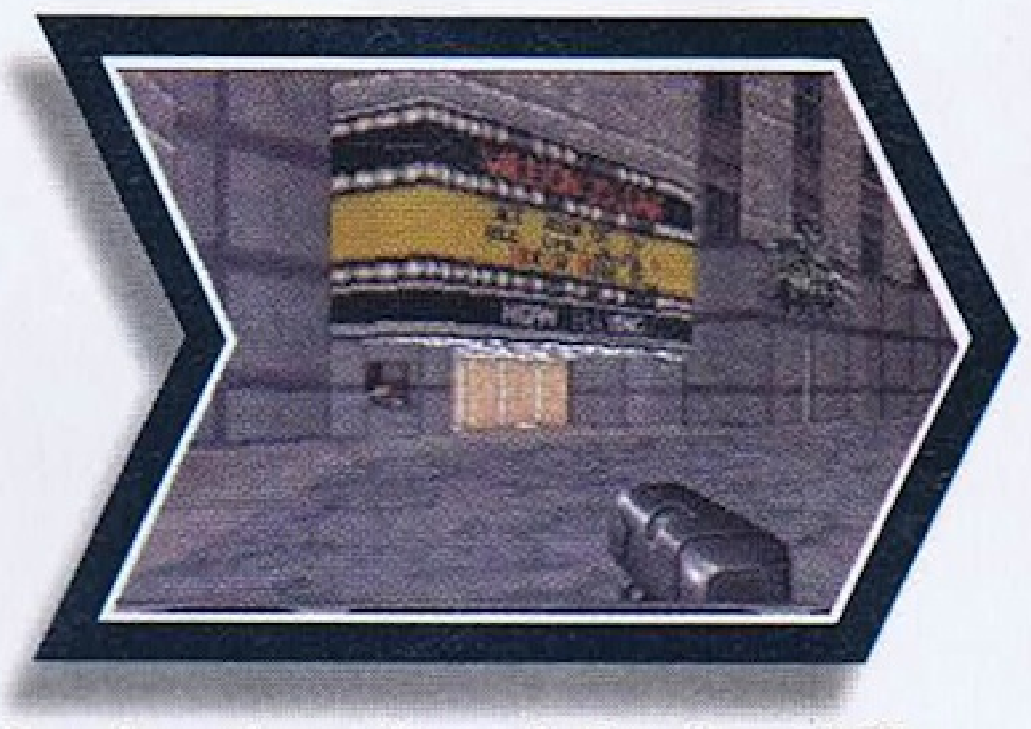
Sadly no plans exist for a UK release at present.



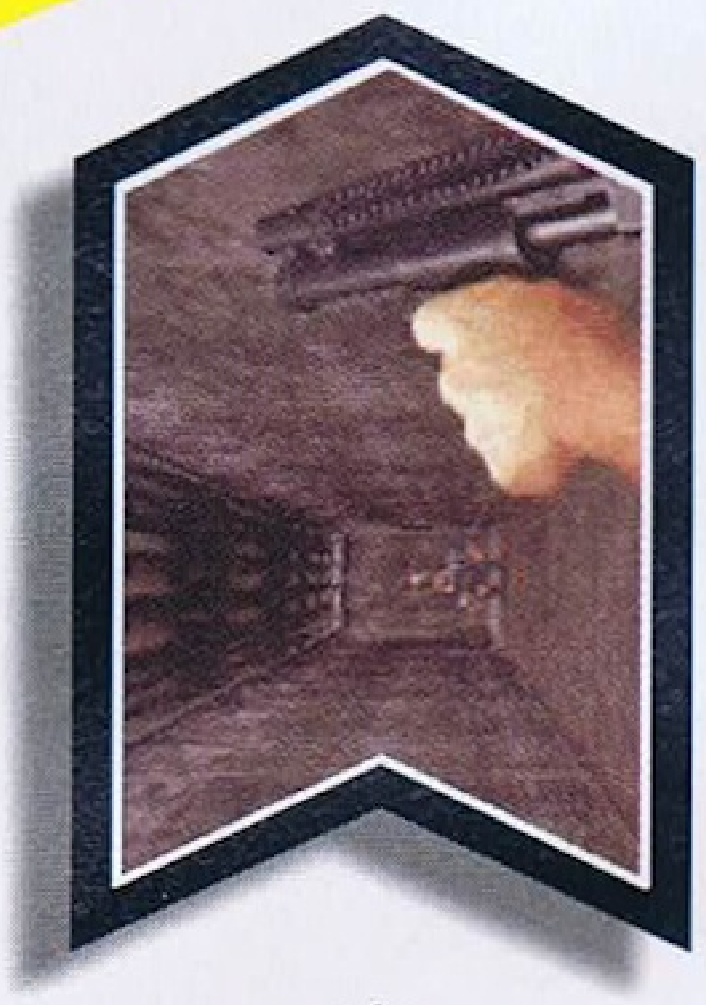
In our never-ending quest for perfection, we neatly bypass Dullsville, and miss Bridgwater as well, but we might settle nicely at Original Town… only then will our quest end. Until that fateful day we'll try new and original ideas and, along with The Acid Test, we're also trying something new called the Attract Mode, where we'll be looking at a suitable game every month and walking you through a level, a stage, a course, whatever. So, as a way of introduction, we'd like to focus on the star of the month… ***Duke Nukem 3D***



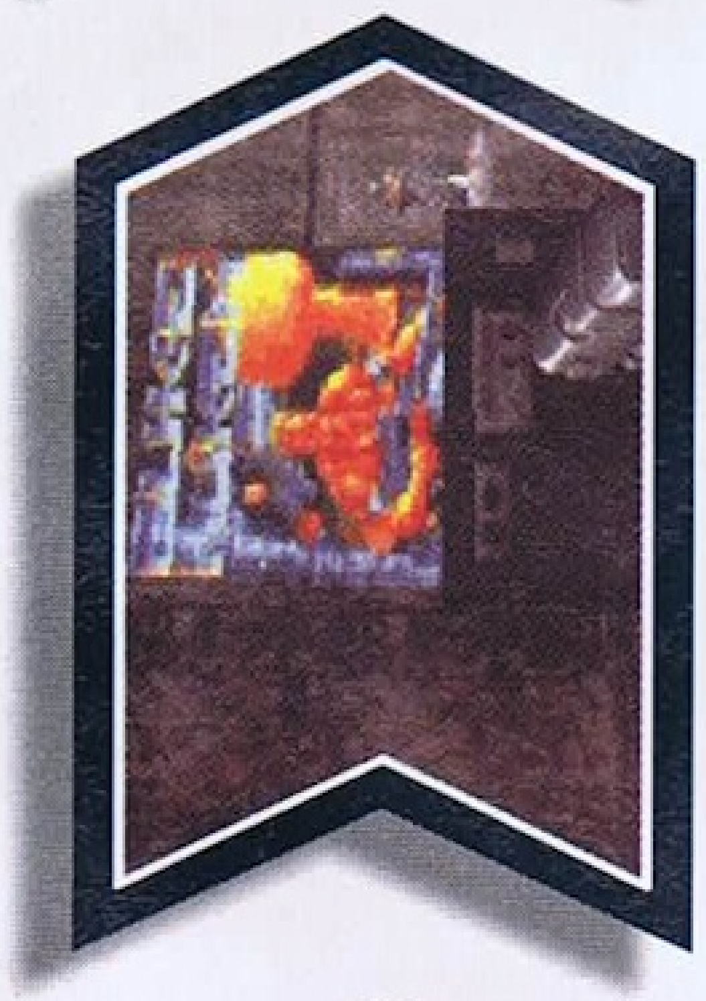
Right at the beginning of the first level (Hollywood Holocaust) and you're just supplied with the basic pistol (and be thankful for that). There's extra ammo available on the roof here, then shoot the gas canisters (as illustrated in the pic) to get access down to the main section of the level.



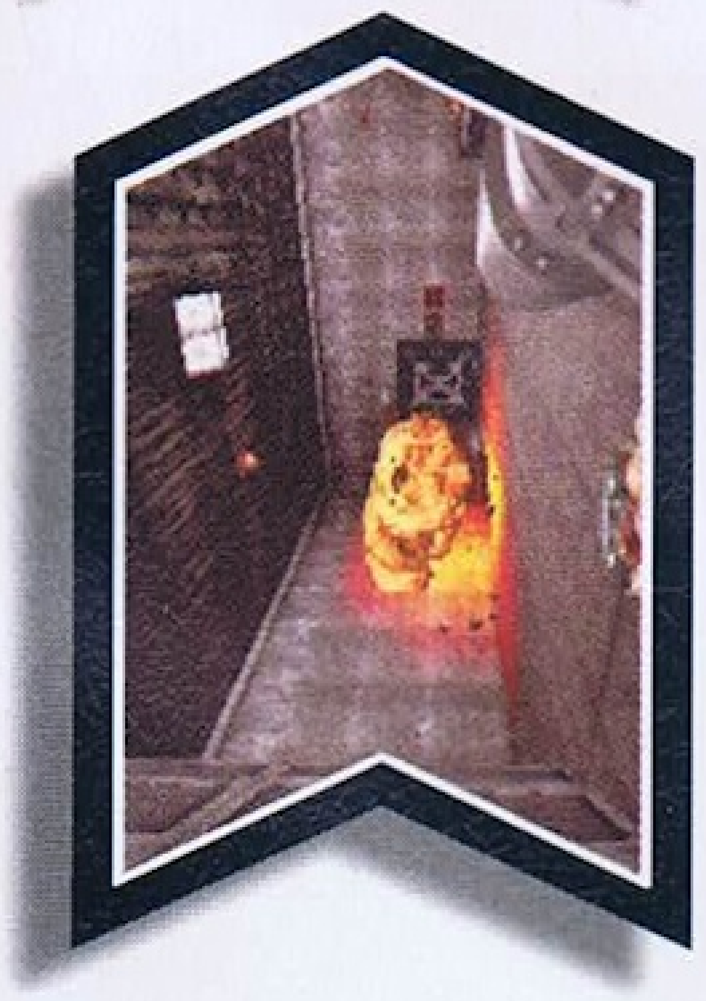
You drop down through the chute, kill a stray alien, pick up a health pack, and suddenly you find yourself in front of this cinema. The quality of the films showing may be questionable, but you really should be more concerned with what's tucked away behind the scenes.



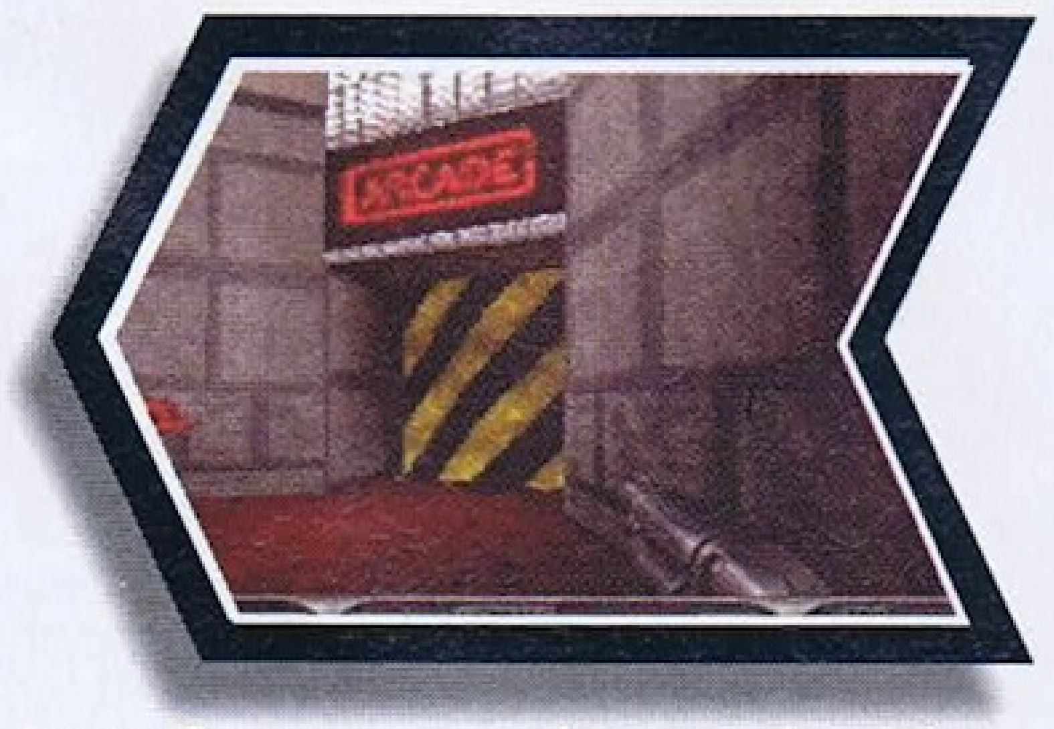
Select the shotgun for the enemies in the final corridors. The wall will blow up and you'll have a pig to shoot. Blow up the canister in the corridor or the pig will. You'll end up where this pic's illustrating. Kill the pig, use the door and run free!



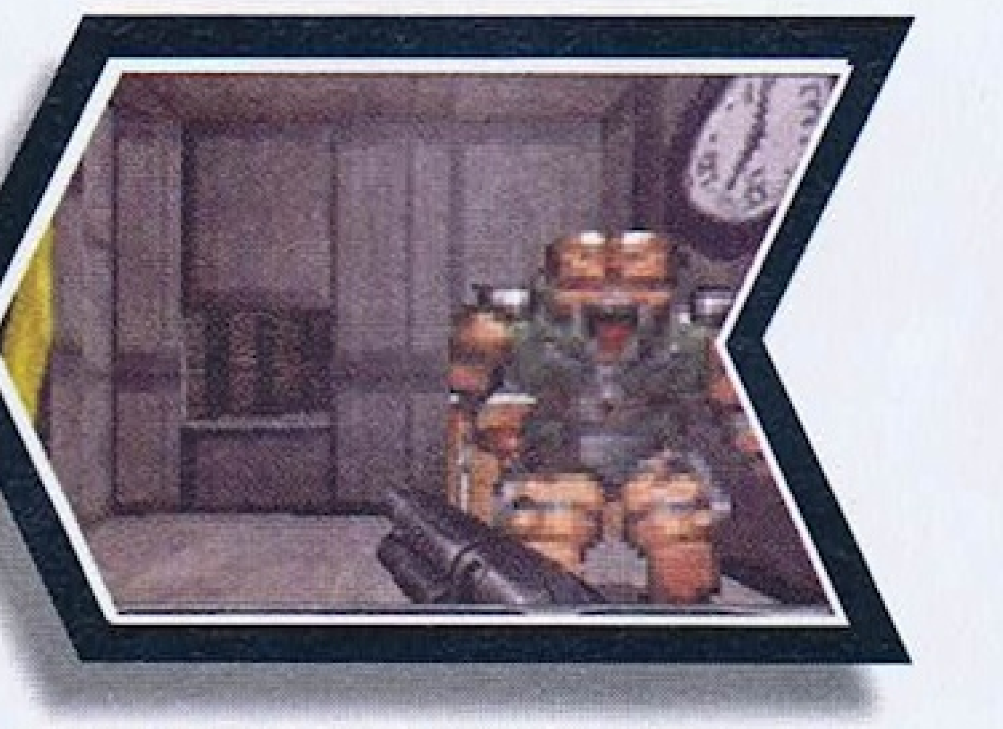
'Use' the *Duke Nukem* arcade machine to open a hatch next to it where you'll find a *DN* hologram – very useful in the later stages. None of the other games are useable. Go to the door, use the red security key from the projector room to access the final leg.



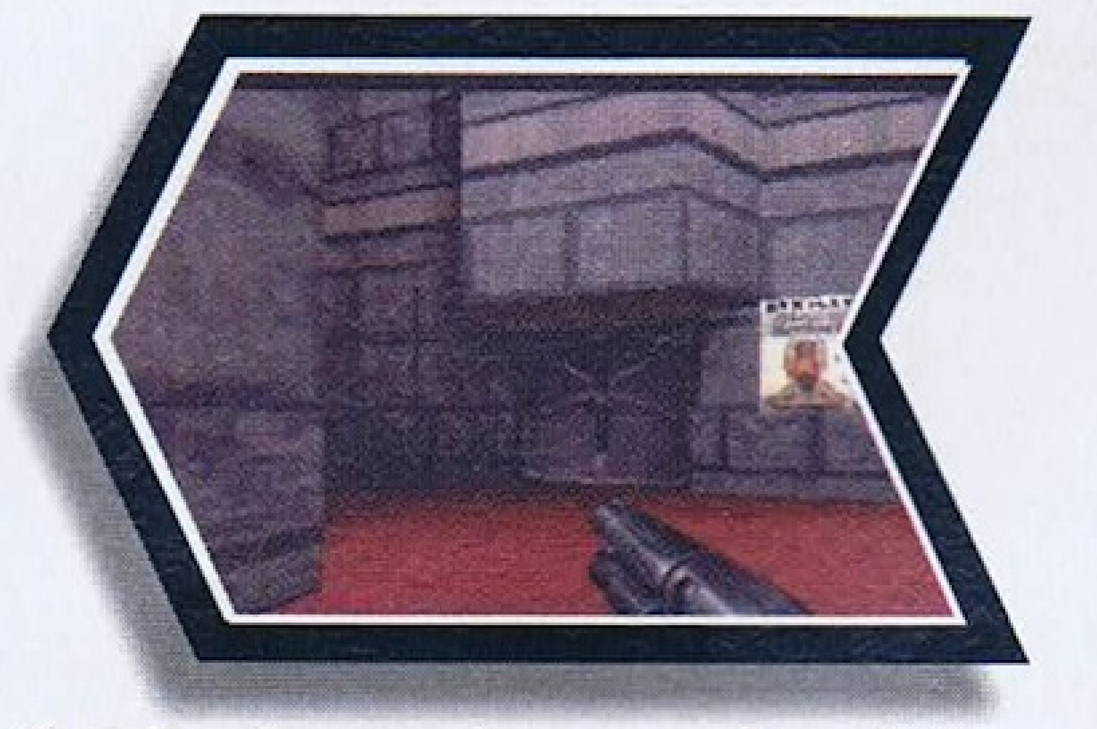
The arcade is small, but lethal. There's three aliens here – one of which will fire as soon as you appear. Kill them as fast as poss' (using the barrier here as a cover from their fire, if you wish). You can also blow up the canisters, but there's little to gain from it.



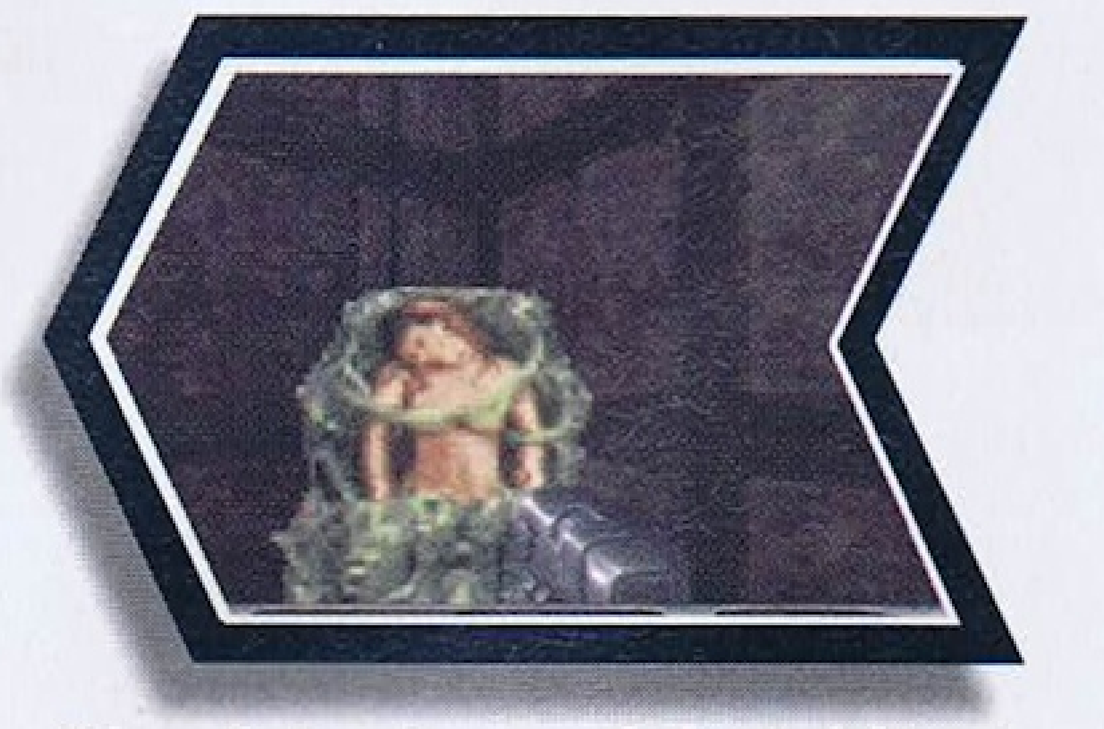
Leave the entrance and turn to the right. You should now have a fair amount of health and be tooled up for the job in hand. You're nearly at the end of the level and only have the Arcade section to go through. Bring the floor down by selecting it, hop aboard and press it again to go up to the arcade.



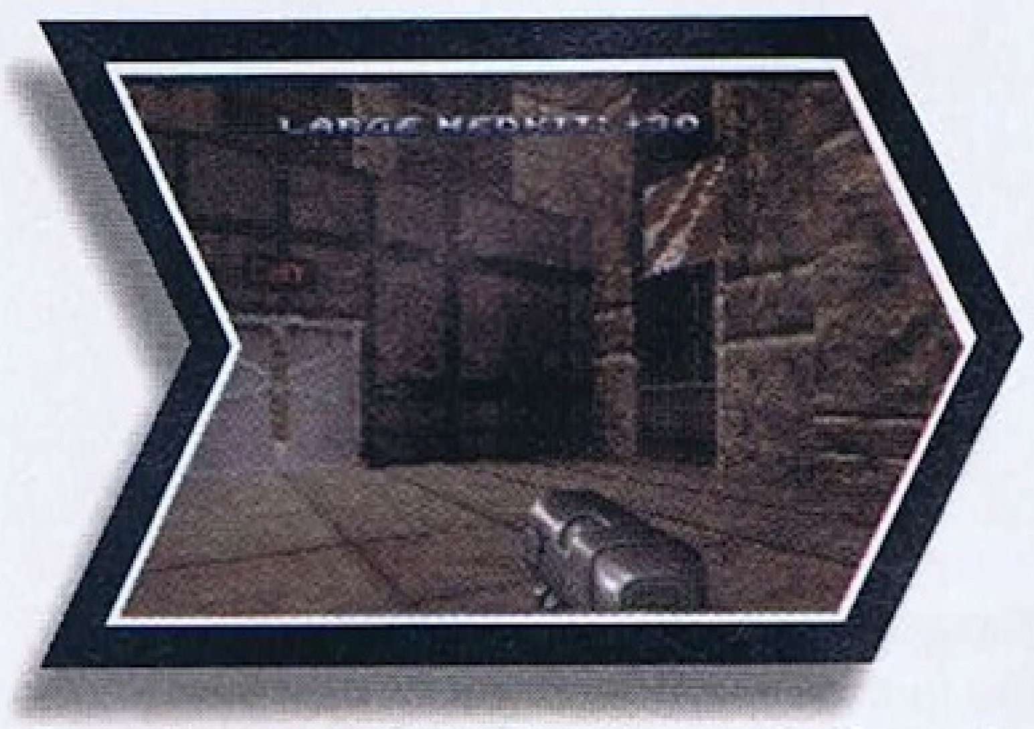
Two aliens guard in the main entrance, a camera terminal and some odd bits of ammo. Go through the small door into the ticket office to meet this chap. There's just one alien, some pistol ammo and a small amount of health. To get your bearings, that area through the window is where you started after dropping off the roof.



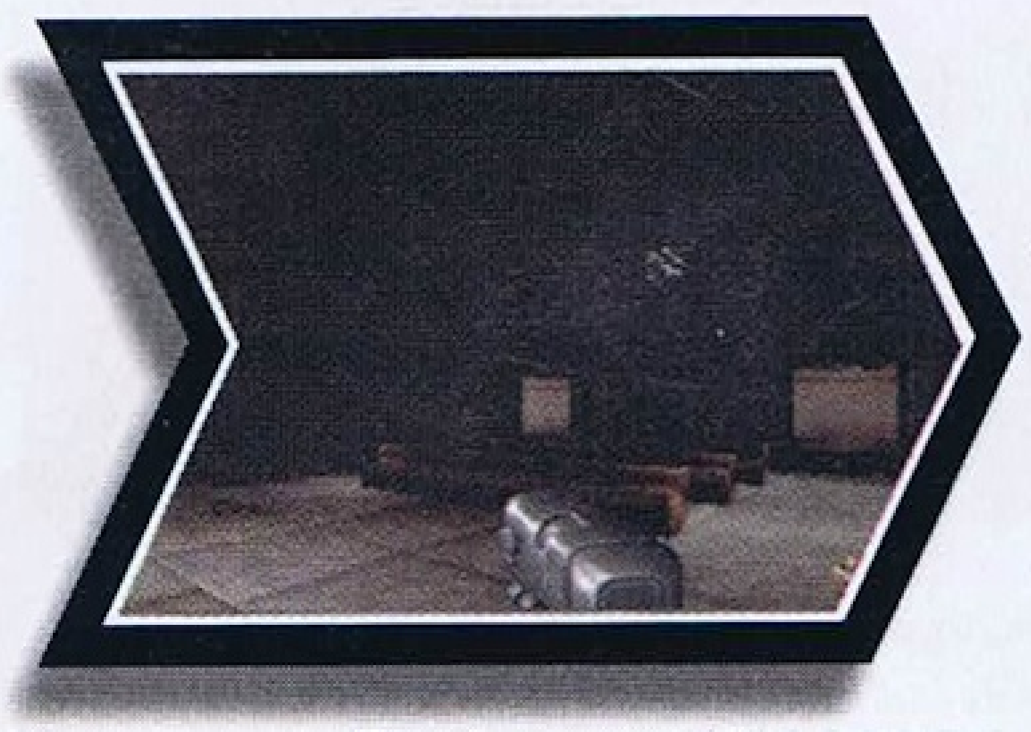
There's only a couple more sections to explore on this level (not including all the secret bits – which we've missed out from this feature but will probably crop up in the near future) and one of those is the main entrance to the cinema. It's through those doors but, again, it'd be wise to have a strong weapon at the ready.



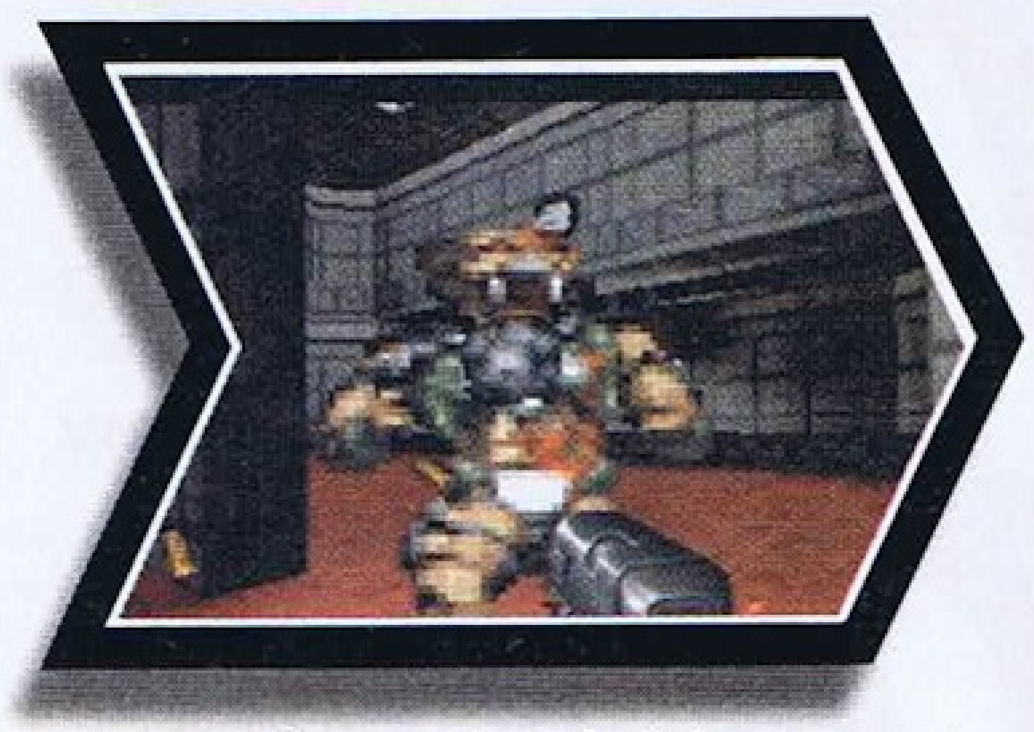
…this unfortunate young lady straight out of the *Alien* movie. Naturally you'd expect her to say: "Kill me", and not one to disappoint, she does. You can if you want and if you're not too bothered you can leave her here to die a more agonising death… it makes absolutely no difference to the game whatsoever.



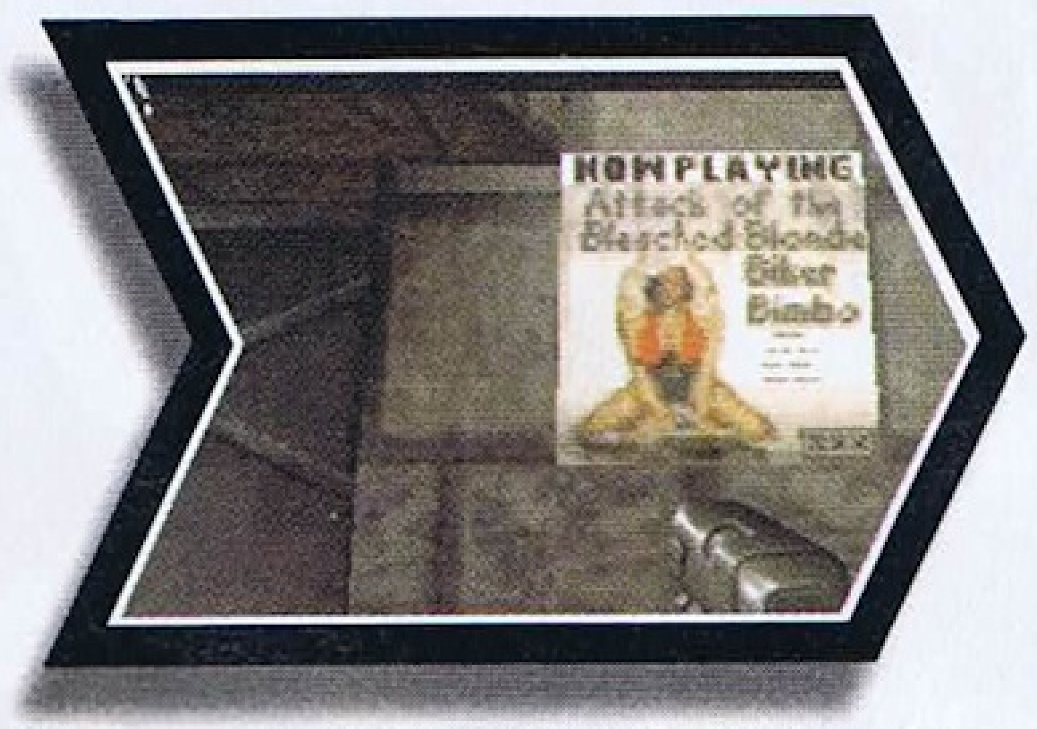
The only access into the cinema is through the back. Go along side it, and down the alley at the end. You'll encounter another alien, but you'll find the emergency exit for the cinema… the way in. There's some more health here. And you can also pick up some more ammunition from the skip that's on fire in the previous main area.



Now you're in the cinema and it's overrun with aliens. You'll find three in the main screening area, but you should also be able to pick up loads of ammunition and armour. Head off out the back and you'll come to a small corridor. Flick on the light switch you see here on the corner of the wall and get your gun at the ready…

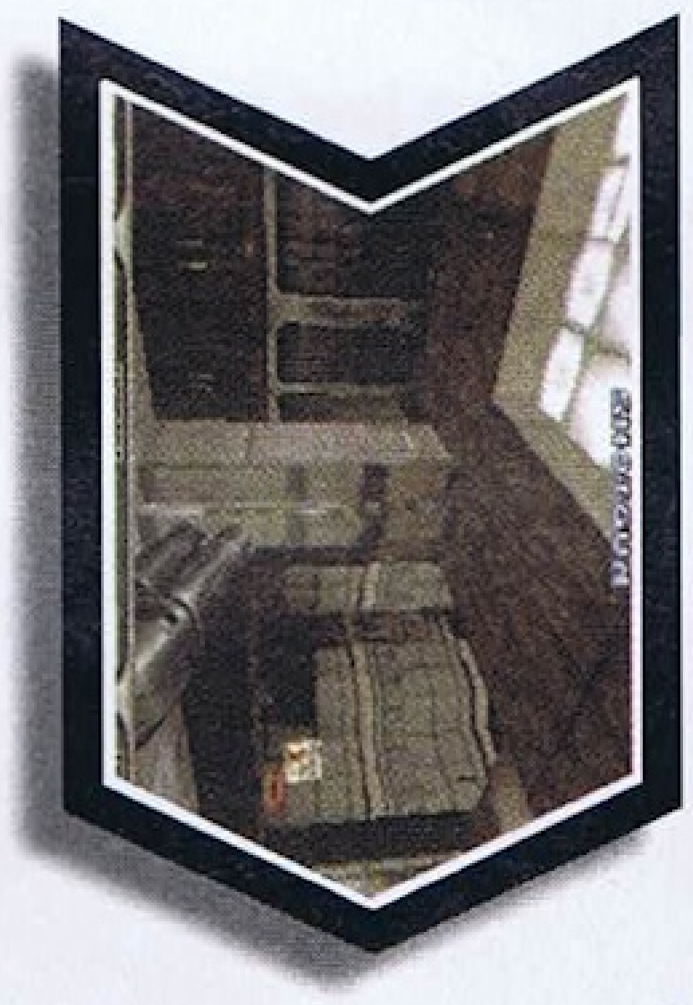


…because there's a total of three more aliens lurking around the entrance lobby. One's on the ground, just around the corner from where the light switch was located, one's in the air and the other one's tucked away behind the serving counter. You can worry about him later, just kill the two main ones.

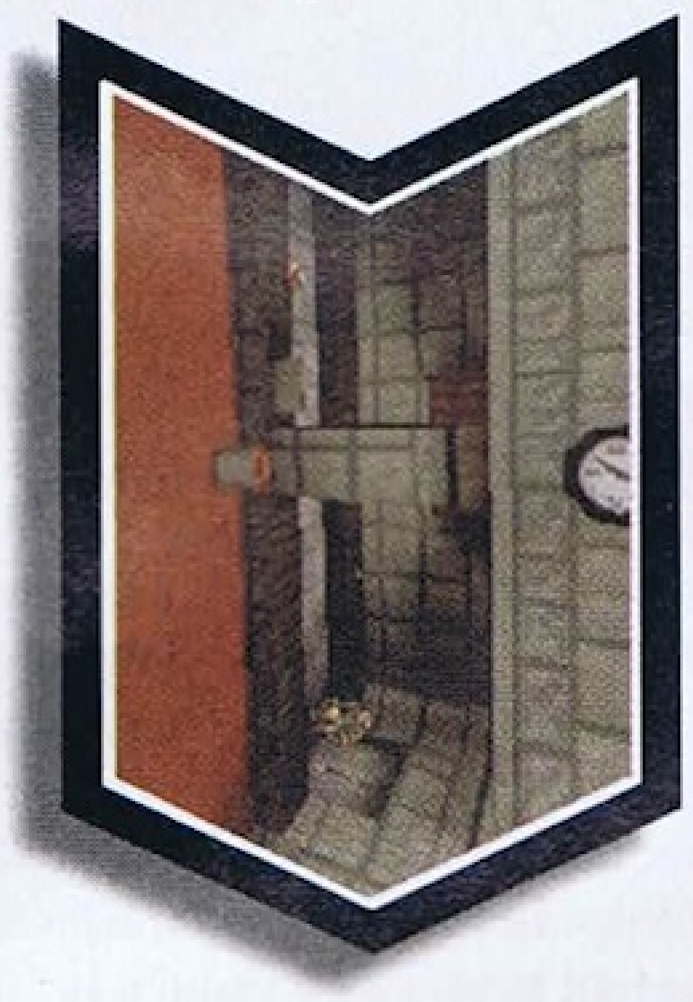


The amount of detail in *Duke Nukem* is stunning. From the light switches on the walls to posters like this one that are splashed around the lobby. It certainly cannot be described as politically correct, but, well, you have to see the funny side, don't you?

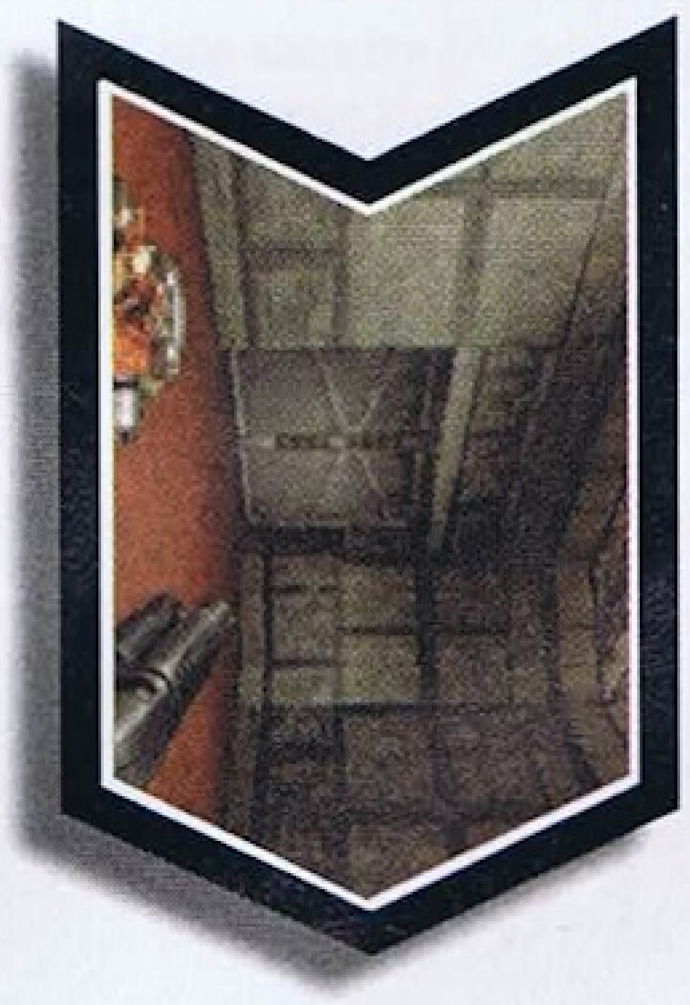
ract
ode



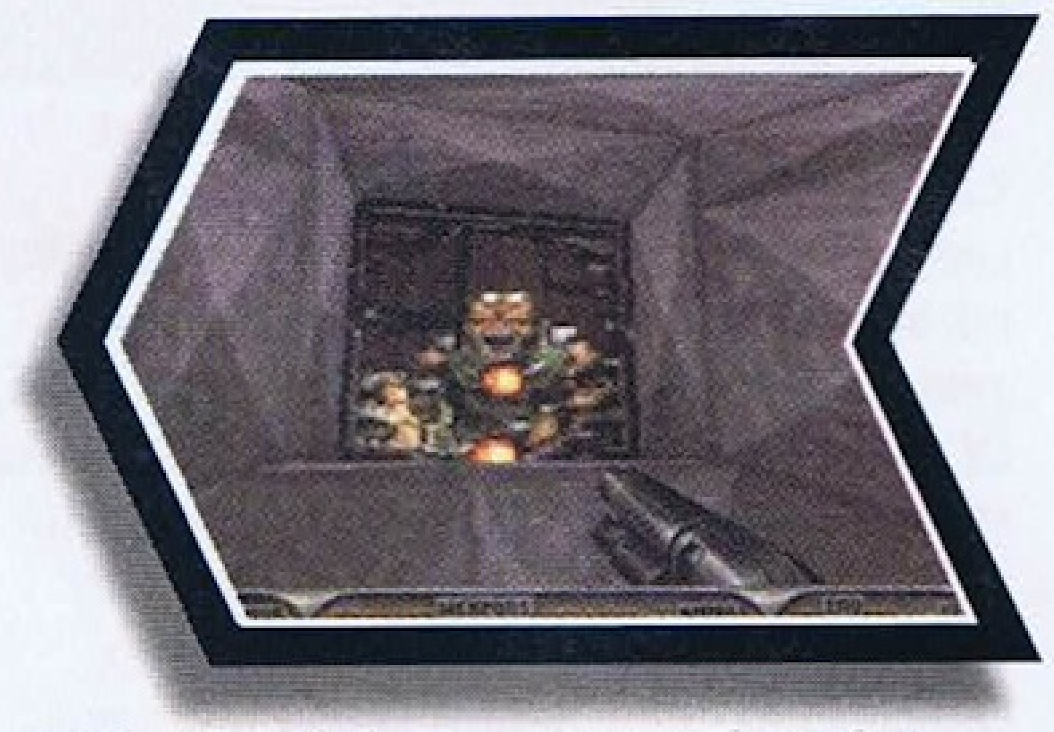
Leap over the counter, shoot the alien, pick up the health and ammo on the back shelving. If you're stood behind the till, turn to the left and go through the door at the end. There's a alien in the small room you've just entered. There's also some health, a shotgun and this…



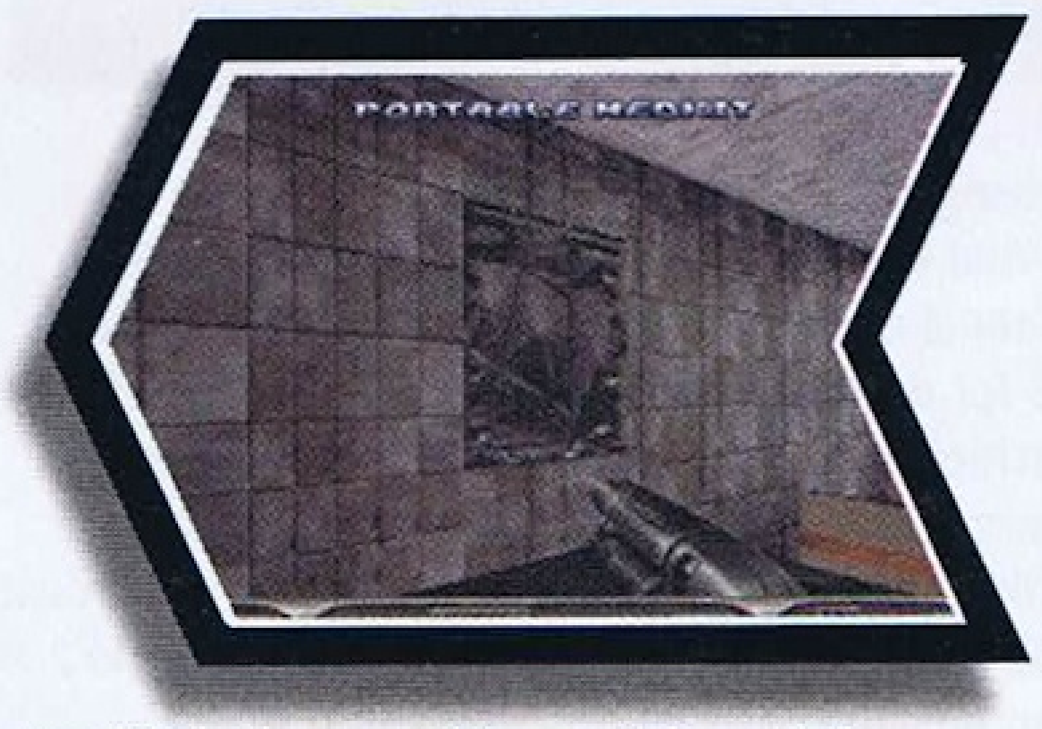
Dotted around the levels are various camera terminals that you can log onto. They have various helpful uses – most obviously to show you hidden areas or, in this case, that there's an alien waiting behind the door to the room you're in. You can easily change between any of them.



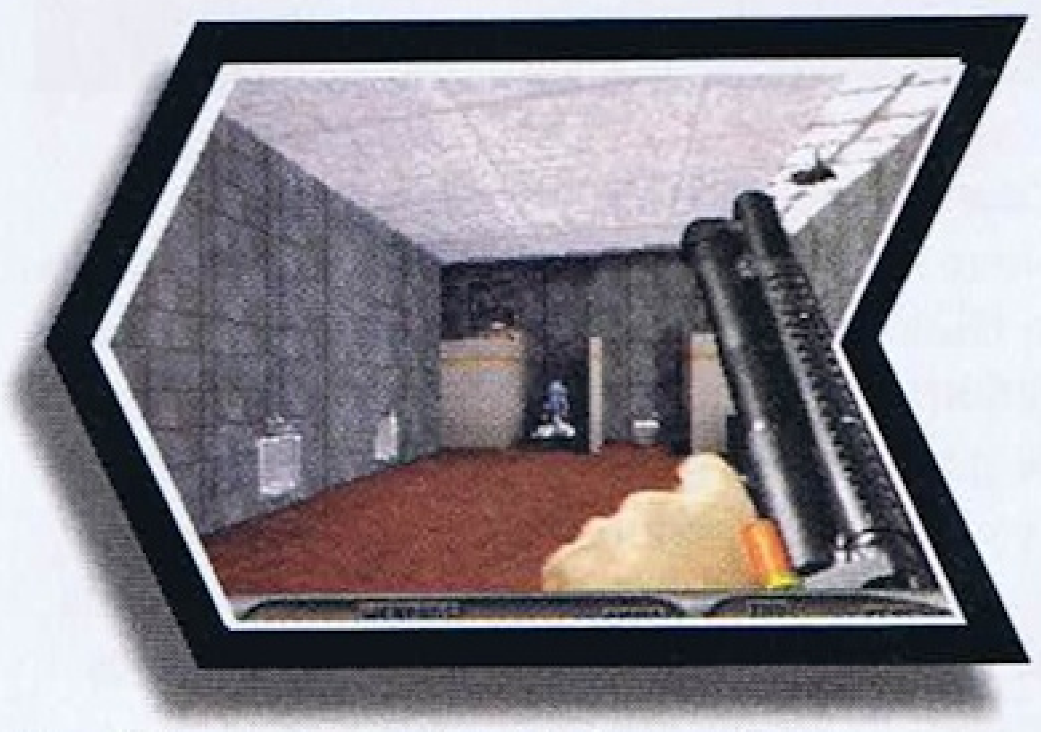
Jump back into the main lobby and head off to the left – almost to where you came in. Next go to the projector room via this door. Go through it (ignoring the health on your left), be careful up the stairs as there's four aliens in the room and waiting around at the top.



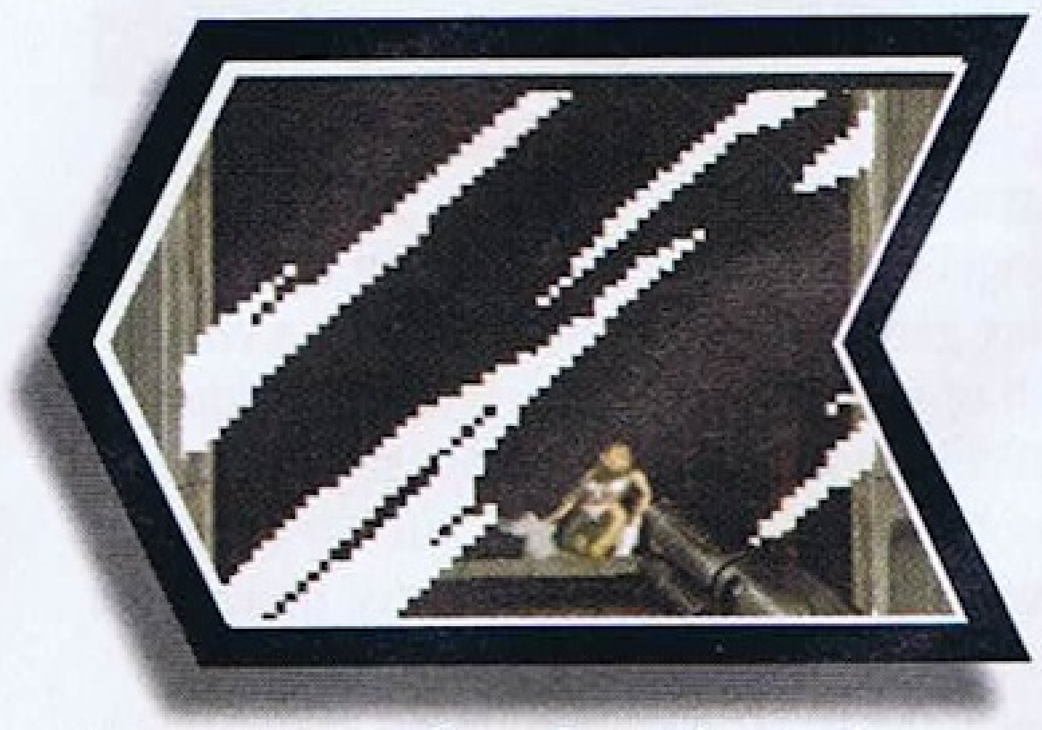
At the top of the secret tunnel section you'll find the entrance to a small room – although you cannot really tell that the first time you come to this bit. Quickly kill the alien, jump through into the room and spin around to the right to kill the other one. There's some extra ammo to be found here and…



You'll find a portable medkit and the entrance to a secret room. The medkit is stored there to be used at crucial points. When your health is running low, just select it from your inventory and it'll top up your health to 100 and save any remaining power for a later use. Very handy. Go through the entrance.



Head back down the stairs and pop through the doorway to your right. This is the bog. Walk around the corner with something powerful and quick like a shotgun for the alien that's sitting on top of the toilet block. Shoot him (and the toilet if you wish, it makes a humorous noise) then jump onto where he was.



Kill the aliens, collect the red security card, jump on top of the projector to collect the atomic health (which will open the secret hatch to the right). Quickly jump off, shoot the alien and collect the RPG. This now leaves you with plenty of time to squander by looking at the film now being projected onto the screen.

TOP 100

Only two new entries this month, but the quality of both can't be denied, with *Duke Nukem* making its debut at five and *Marvel Super Heroes* joining the chart just below Capcom stablemate *Street Fighter Alpha 2*. Next month, as Sega's big Xmas titles start cluttering the *SP* review area, you can expect a substantial increase in new entrants…

Sega Rally

Sega • 97%

Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.

Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.

Fighters MegaMix

Sega • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megamix*'s are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem. Arguably the finest beat-'em-up on ANY console… but, with *VF3*'s release looming ever closer, its crown could be pinched come the Yule period…

Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.

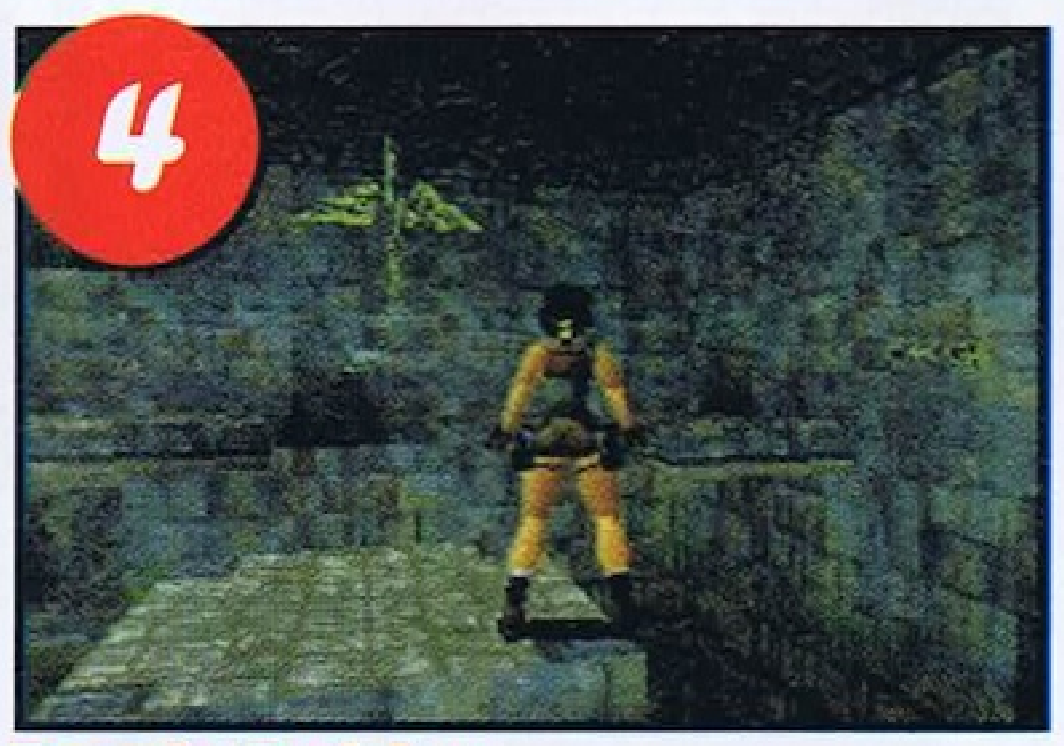
And, of course, getting to kick people.

Resident Evil

Sega/Capcom • 95%

"One of the best console games I've ever played" comments Dean in his review this month and, by golly, he's not kidding when he says *Resident Evil* is good. With an atmosphere unrivalled by any other Saturn adventure, its sheer size and scope is far beyond what you'd expect. By a frighteningly close poll in the **Saturn Power** offices, *Evil* steals *Tomb Raider*'s number three spot…

Best points: The fact that it's genuinely frightening at times; if you can play *Resident Evil* without jumping at least once or twice, you're made of strong stuff indeed. The graphics: beautifully rendered, shaded to perfection. Also, let's not forget how truly massive *RE* is – completing it will take time…



Tomb Raider

Core • 95%

It may have dropped down a position, but that's no black mark against this true next-generation platformer. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other. If you don't yet own a copy, go get one now.

As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic had more in the way of originality than almost every other release of 1996. An essential purchase.

Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten platforms down and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on…

Duke Nukem

Sega • 94%

With *Duke* being the first UK Saturn game with an adult rating, we have bad news for the under-18s – it's excellent, truly excellent. *Duke Nukem 3D*, one of the best PC games available for the past year or so, is just as impressive on Sega's black lunchbox. Almost everything that made the original so fine has survived the conversion process – the secrets, the puerile sense of humour, the detail… and more besides. Will *Quake* make as much of an impression on the **Saturn Power** team? We do wonder…

Best points: It looks good, plays better – the speedy *Exhumed* engine once again performs wonders on the Saturn. The three cut-scenes between sections are worth a few sniggers, too…

NiGHTS

Sega • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NiGHTS*. Less of a computer game, but more of an bizarre encounter. Many made the mistake of putting *NiGHTS* and *Mario 64* head-to-head for comparison, which isn't really fair or right. *NiGHTS* was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, *NiGHTS*' many moves, tricks and stunts are a joy to perform.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.

Virtua Fighter 2

Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* verses *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine…

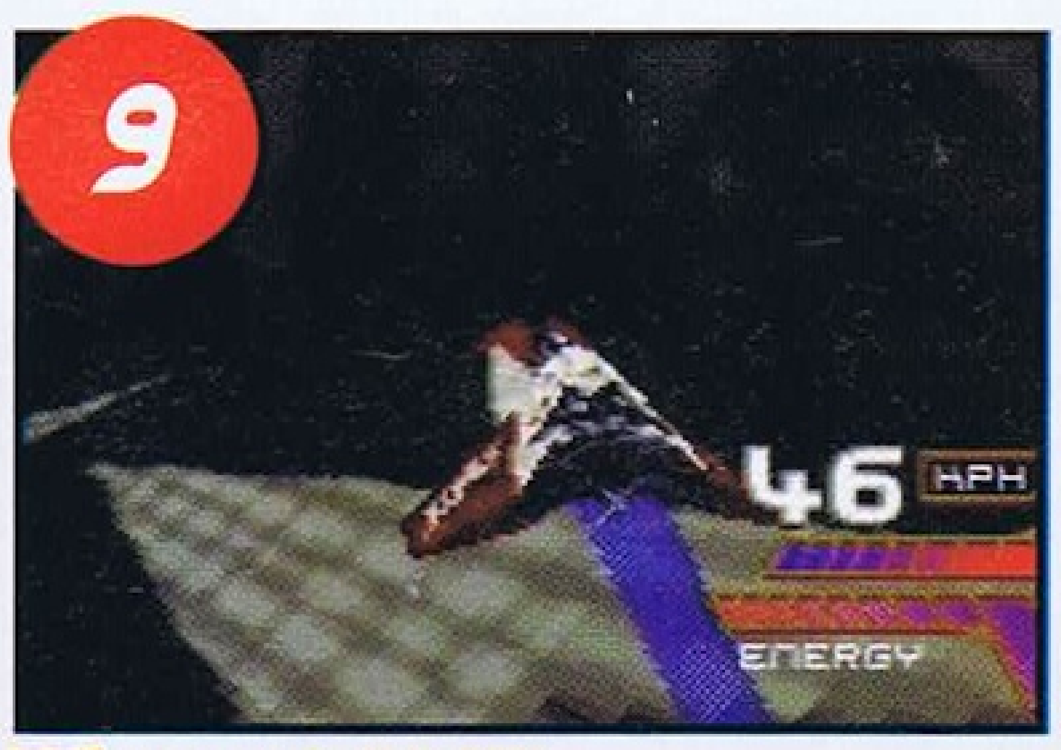
Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.

Sega Worldwide Soccer '97

Sega • 91%

The football arguments that had been raging since the release of both *Olympic Soccer* and *Striker* were finally quashed when this game appeared. *Sega Worldwide Soccer* is a superlative two-players game but, unfortunately, it's flawed to hell in some respects. Sega have an update planned for Xmas '97 – hopefully, this will take into account *SWS*'s goalkeepers are utter tosspots. *Worldwide*'s NTSC version (on a USA or Jap machine) is faster, smoother and better to play. Import buyers take note…

Best points: The animation and movement of the players is spot-on and there's a lot of moves that are pretty simple to get to grips with. Slightly dodgy when played against the Saturn, it's brilliant against a friend.



Wipeout 2097

Psygnosis/Sega • 92%

The second best racer for the Saturn. For months we coveted a Saturn conversion of *Wipeout 2097* and, when it first arrived in the **Saturn Power** office, we were quite frankly stunned. We'd spent so much time speculating how good it could be that, when it turned out to be bloody excellent (and it undoubtedly is) we were somewhat at a loss. Well, you know what we mean.

Best points: Eight tracks, each with their own array of hazards, weapons and power-ups that actually have a bearing on the racing and, unusually, improve it… we could enthuse all day and still not scratch *Wipeout 2097*'s considerable (and, metaphorically speaking, gold-plated) surface. Brilliant.

10
56
PUSH ST
MERCY

Ultimate Mortal Kombat 3

GT Interactive • 94%

Old as the proverbials *Mortal Kombat* may well be, but this is still the ultimate 2D fighting game, and this is (by far) the best version of it. Of course, not everyone agrees that the *Kombat* series is a pinnacle of beat-'em-up perfection. Indeed, *Street Fighter Alpha 2* is technically superior in almost every respect. However, casting votes in the **Saturn Power** office put *Ultimate* above *Alpha 2*.

Best points: The atmosphere is darker than ever and the amount of finishing moves and fatalities are unrivalled by any other. Of course, there's the small matter of gore. Although surpassed by other titles in terms of sheer 'ugh!' value, *Ultimate Mortal Kombat 3* still makes players wince as their character meets a grizzly end.

Exhumed

Sega • 91%

Still, despite *Duke Nukem*'s arrival, an essential Saturn purchase. *Exhumed* is more an adventure than a standard *Doom*-style blaster. It's highly recommended. Buy it.

Virtua Cop 2

Sega • 92%

The cream of the light gun game milk – outside the arcades, at least. Average with pad alone, it's with the requisite peripheral that *Virtua Cop 2* is the sharp-shooting king of its genre.

Die Hard Trilogy

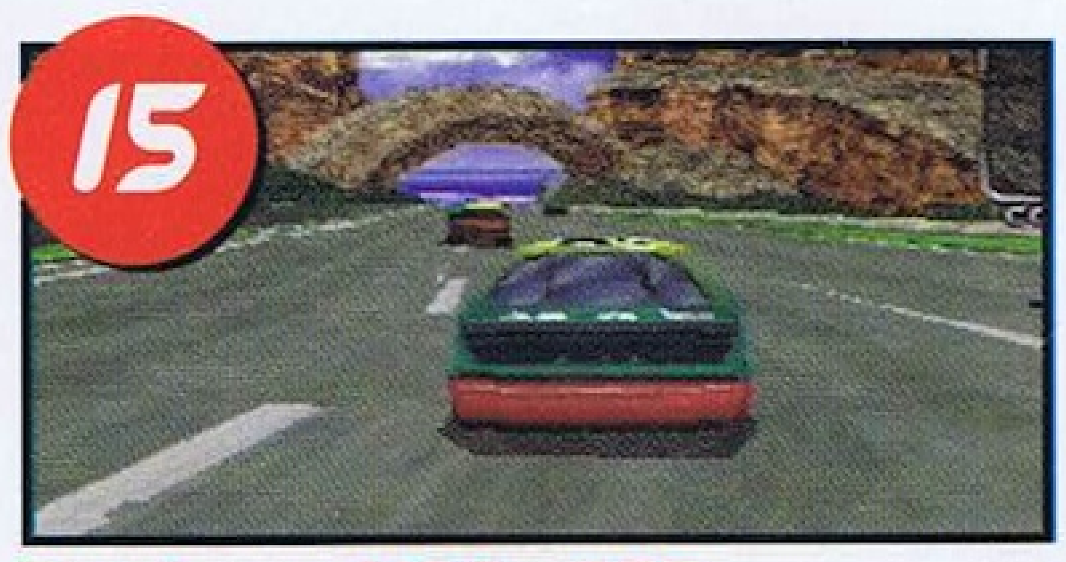
EA/Fox • 91%

Arguably the best movie tie-in you'll find for any format, simply because the three games include have little in common with their supposed subject matter but play very well indeed.

Manx TT

Sega • 91%

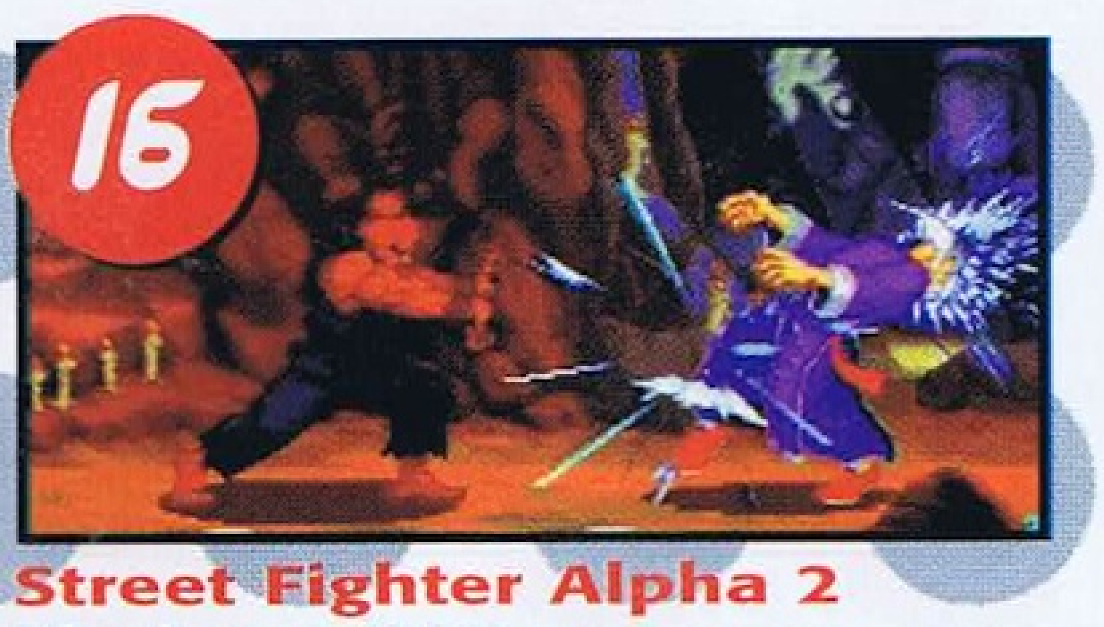
Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too…



Daytona USA: CCE

Sega • 91%

Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.



Street Fighter Alpha 2

Virgin • 88%

Good enough and playable as *Street Fighter* ever was. Is *Ultimate Mortal Kombat* significantly better, if at all? Opinion in the **SP** office is split, but *SFA2* is undoubtedly the looker of the two.

17
NEW HERO
2P
NEW HERO
MAGNETO

Marvel Super Heroes

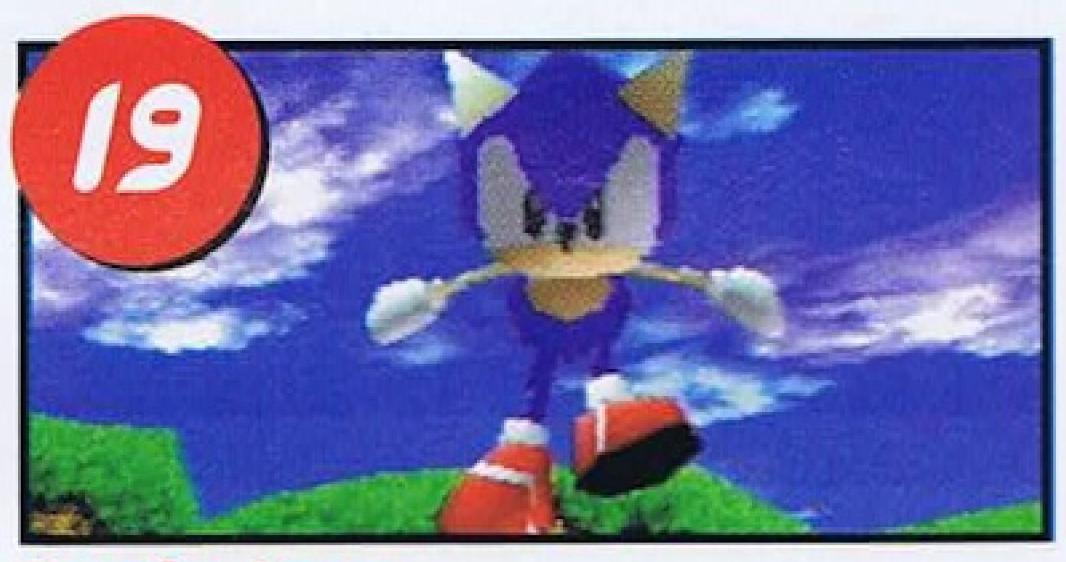
Virgin/Capcom • 94%

One of the most visually-impressive 2D games ever created, *Marvel Super Heroes* is a mad explosion of pyrotechnics and 30-hit combos. We like. You'll like, too. We promise.

Command & Conquer

Virgin • 91%

Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.



Sonic Jam

Sega • 92%

The best retro compilation we've seen to date. Compiling four of the best 2D platform games into one £35 package – with free extras too, mind – is an almost altruistic move by Sega…

20
P.Turgeon

NHL Powerplay Hockey '97

Virgin • 92%

By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, Saturn *Powerplay* is also better than on any of the other formats.

Night Warriors

Virgin • 91%

If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.

Bomberman

Sega • 91%

The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypad action and a wealth of one-player options. Superb stuff.

Tunnel B1

Ocean • 90%

Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.

24
SCORE
NORMAL
SCORE
137627
002090

Puzzle Fighter Turbo 2

Virgin/Capcom • 81%

Slightly better fun that *Bust-a-Move 2* as a one player game, *Puzzle Fighter* perhaps has the edge over its bauble-busting rival. Cheap and essential for two-player sessions.

Dark Savior

Sega • 91%

Programmed by the *Landstalker* team and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.

26
PRESS START BUTTON

Bust-a-Move 2

Acclaim • 91%

A hopelessly addictive puzzle game that seems simple, almost dull at first appearance, but draws you in like, like, well like heroin we suppose. It's almost a bargain at £30, too.

Thunderhawk 2

Core • 91%

Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.

Soviet Strike

EA • 87%

The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.

Pandemonium

Sega • 88%

Bouncing, boinging visually 3D but technically 2D platform game achieves fair PlayStation success. Saturn version appears over four months later. Sad, but true. Top game, though.

Virtual On

Sega • 88%

Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

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But will it…

…let me play two player games?

Top 100 games with simultaneous two-player modes…

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2 Fighters MegaMix (2)
3 Virtua Fighter 2 (7)
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5 UMK3 (10)
6 Virtua Cop 2 (12)
7 Manx TT (14)
8 Daytona USA CCE (15)
9 Street Fighter Alpha 2 (16)
10 Marvel Super Heroes (17)
11 Sonic Jam (19)
12 NHL Powerplay Hockey (20)*
13 Night Warriors (21)
14 Bomberman SS (22)*
15 Puzzle Fighter (24)
16 Bust-A-Move 2 (26)
17 Virtual On (30)
18 Last Bronx (32)
19 Street Racer (38)*
20 Olympic Soccer (41)
21 Victory Boxing (42)
22 Athlete Kings (43)
23 Fighting Vipers (45)
24 Baku Baku Animal (48)
25 Jonah Lomu Rugby (52)
26 Grid Run (55)
27 King of Fighters '95 (58)
28 Die Hard Arcade (63)
29 Virtua Cop (65)
30 Madden '97 (66)*
31 Return Fire (68)
32 Tempest 2000 (71)
33 X-Men: COTA (73)
34 Andretti Racing (74)
35 Virtual Golf (75)
36 Virtua Fighter Kids (78)
37 NBA Jam TE (81)
38 Virtua Racing (84)
39 Actua Golf (85)
40 FIFA '97 (87)*
41 The Need for Speed (91)
42 Golden Axe: The Duel (93)
43 Break Point (95)
44 Slam 'n' Jam (96)
45 WWF Wrestlemania (97)
46 World Series Baseball 2 (98)

(* – denotes more than two players at once, with multi-tap)

SP's fave games of the month…

Duke Nukem (SP100: 5)
Reviewed this issue, page 68

Marvel Super Heroes (SP100: 17)
Reviewed this issue, page 72

Resident Evil (SP100: 3)
Solved this issue, page 55

Discworld 2 (SP100: 54)
Reviewed *SP05*, solution next issue.

Quake Alpha (Not released)
Yum, yum, yum, yum, yum.

Spin the Bottle & Kiss Chase.
[that's enough games, already – Ed]

31

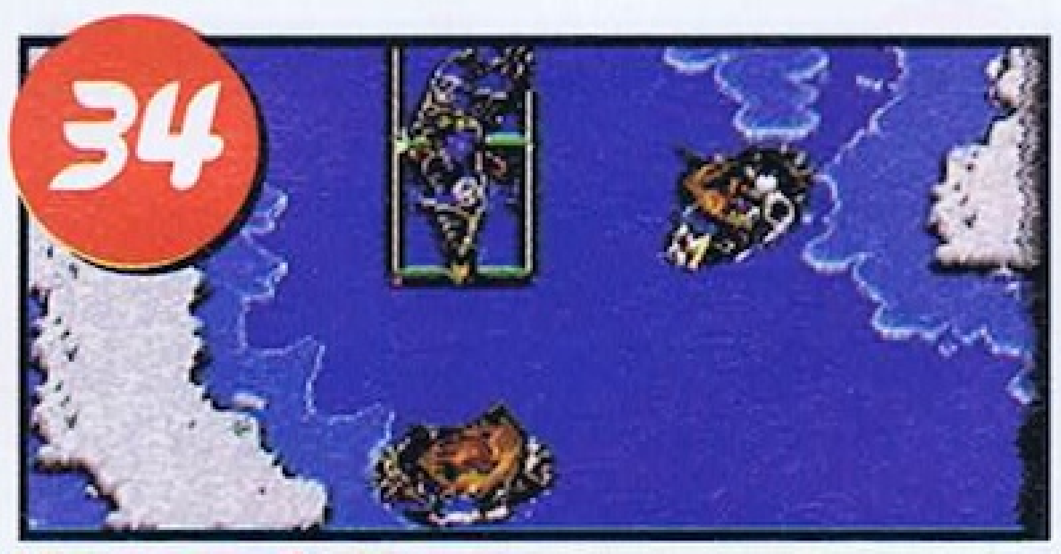
Dragon Force
Sega • 90%
It's a niche title with RPG overtones many will find off-putting, but *Dragon Force* is a truly unique release. With eight scenarios to play through, it offers good VFM, too.

32

Last Bronx
Sega • 85%
In many ways a step back from the superlative *Fighters MegaMix*, *Last Bronx* is a game for beat-'em-up enthusiasts. Others may find it somewhat derivative, not to mention limited.

33

Wipeout
Sega/Psygnosis • 87%
The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.


34

Warcraft 2
Electronic Arts • 88%
Lacking the superb multi-player capabilities of the PC original, *Warcraft 2* is a somewhat disappointing conversion from EA. But quality gameplay will always out – it's still great to play.

35

Alien Trilogy
Acclaim • 83%
A great licence – putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.

36

Swagman
Core • 86%
Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.

37

Panzer Dragoon ZWEI
Sega • 80%
Multiple routes, better graphics and improved gameplay make *Panzer Dragoon ZWEI* a worthwhile sequel to the flawed original. An RPG version is currently in the works.

38

Street Racer
UbiSoft • 84%
The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.

39

Since you're the mighty swordsman, you lead the way. Agreed?

Shining the Holy Ark
Sega • 89%
Despite a slow-moving and unsatisfying combat system, Sonic Team's 3D RPG has a lot going for it. Varied locations, reams of text and pretty pictures are *Ark*'s contributions to the *Shining* cause.

40

Torico
Sega • 83%
Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot… but rendered graphics make for very little freedom.

41

Olympic Soccer
US Gold • 83%
Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still… doesn't really matter now, as we have *WWS '97*.

42

Victory Boxing
JVC • 82%
Build up your fighter and fight through to the champ. Then there are hidden characters ahoy and plenty of extra moves. Plays well, too – especially in two-player mode.

43

Athlete Kings
Sega • 87%
Another Sega Titan board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.

44

Spot Goes To Hollywood
Virgin • 82%
An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.

45

Fighting Vipers
Sega • 84%
The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.

46

Sonic 3D
Sega • 90%
One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.

47

Mystaria
Sega 82%
An RPG in 3D an large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.

48
STAGE 1
265
23

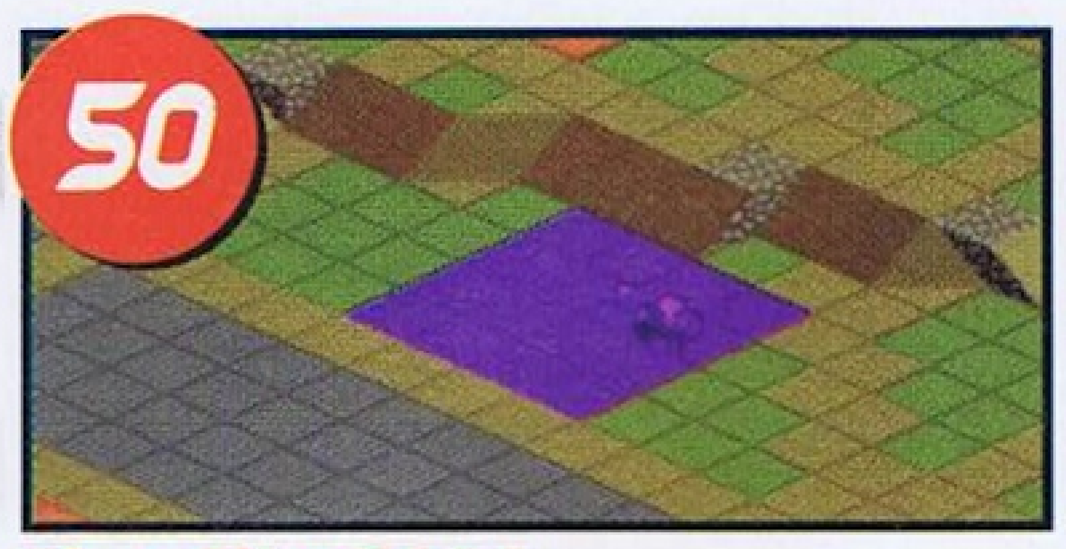
Baku Baku Animal
Sega • 85%
Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.

49

Pro Pinball: The Web

Empire • 84%

Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



50

Sim City 2000

Sega • 90%

Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.

51

Hexen

GT • 84%

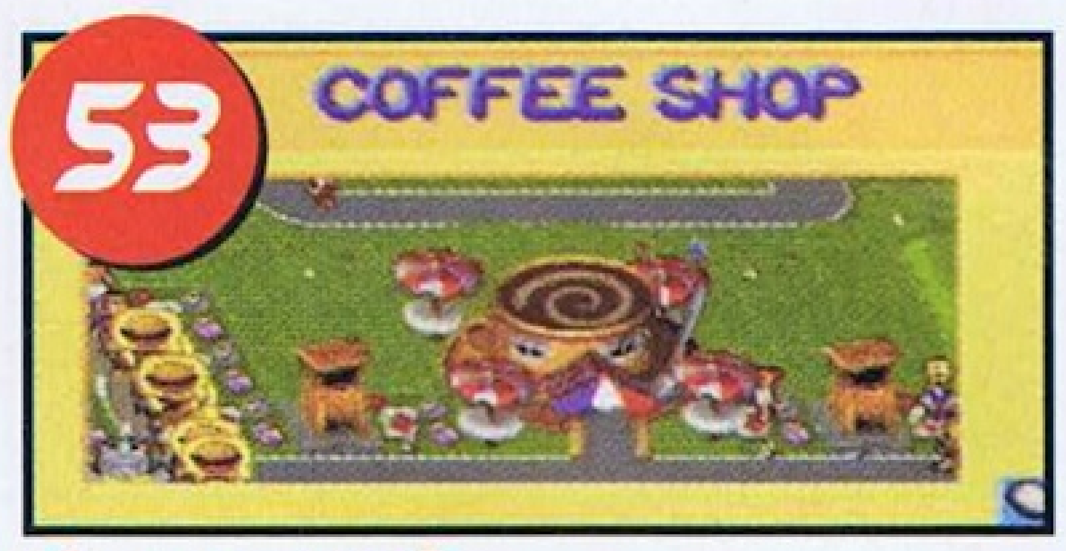
Compared to Rage's conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.

52

Jonah Lomu Rugby

CodeMasters • 79%

Its subject matter may not be of great interest for many, but Jonah Lomu Rugby is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?

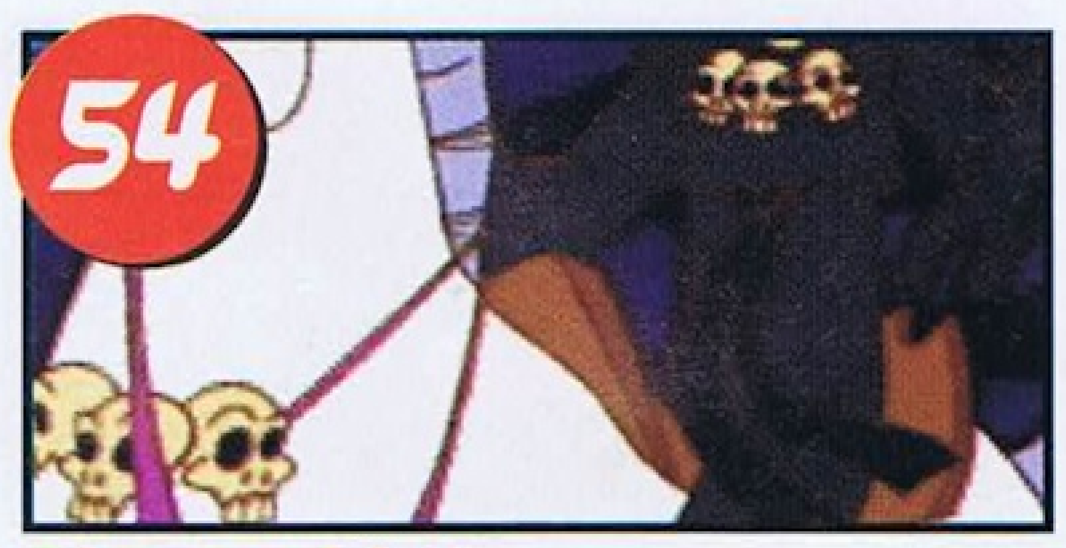


53

Theme Park

Bullfrog • 92%

Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, Bullfrog have now turned their backs on Saturn development.



54

Discworld 2

Sega • 80%

A vast improvement over the original *Discworld, D2: Missing, Presumed…?* is an enjoyable if limited adventure. Its puzzles are by and large logical, but it's perhaps a little easy to complete.

55

Grid Run

Virgin • 89%

One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.

56

Lost Vikings 2

Interplay • 82%

A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything…

57

Mech Warrior 2

Activision • 79%

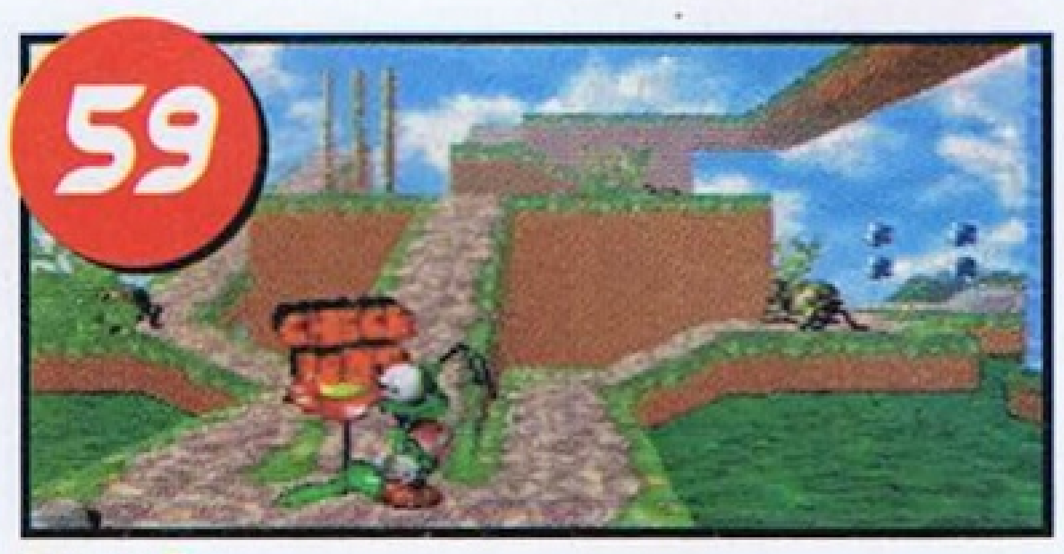
A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original…

58

King of Fighters '95

Sega • 90%

A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.



59

Bug!

Sega • 76%

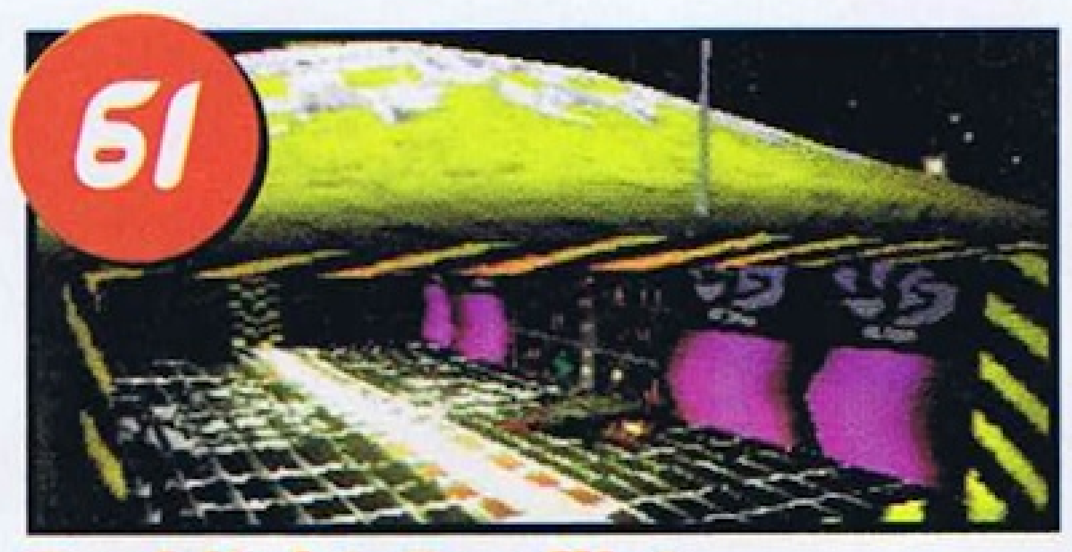
Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.

60

Alone in the Dark 2

Infogrammes • 88%

Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.

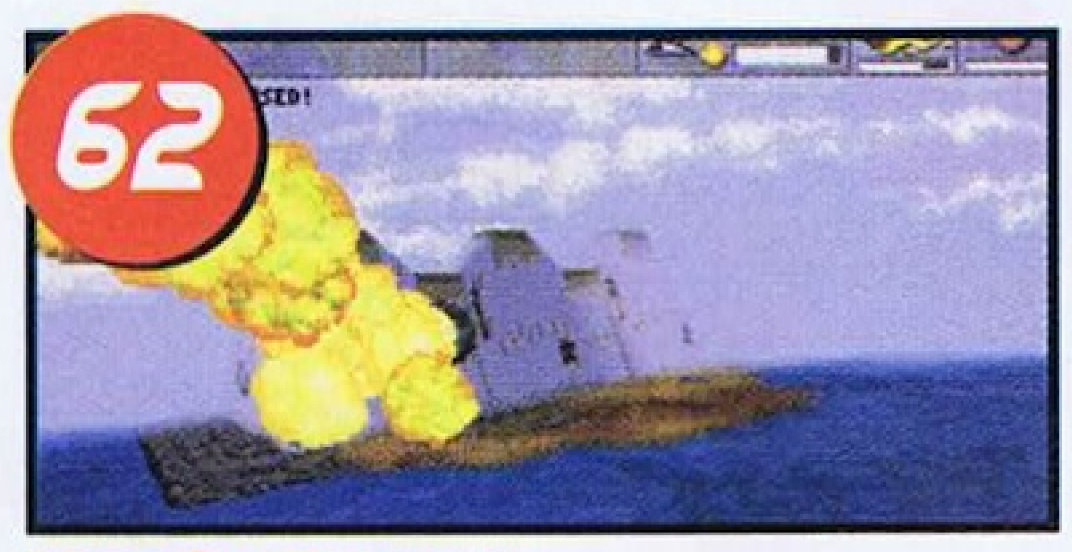


61

Darklight Conflict

EA • 76%

First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.

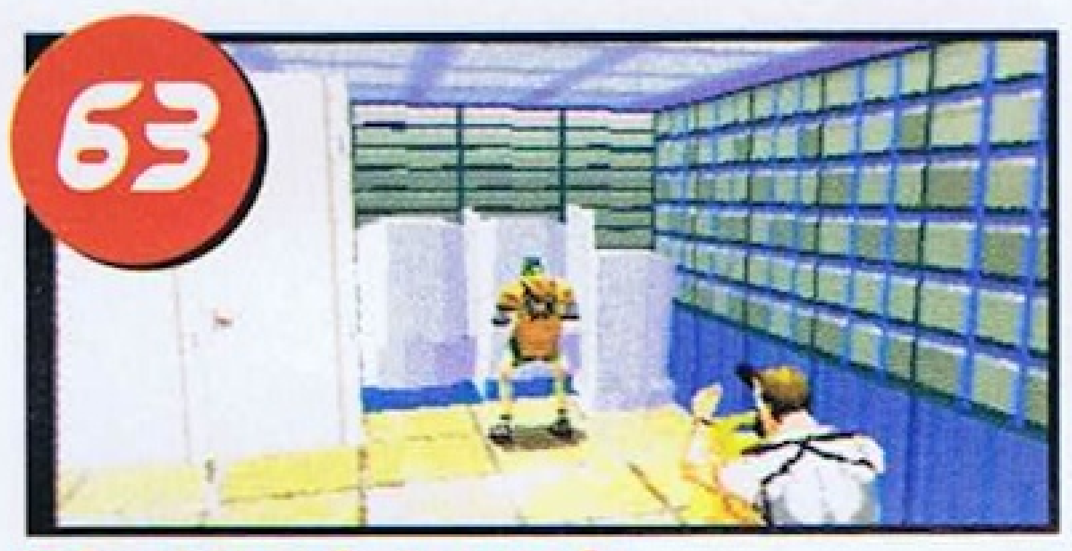


62

Magic Carpet

Bullfrog • 89%

Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an *arcade* type of way, folks.



63

Die Hard Arcade

Sega • 88%

Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for it's style of game.

64

Black Dawn

Virgin • 84%

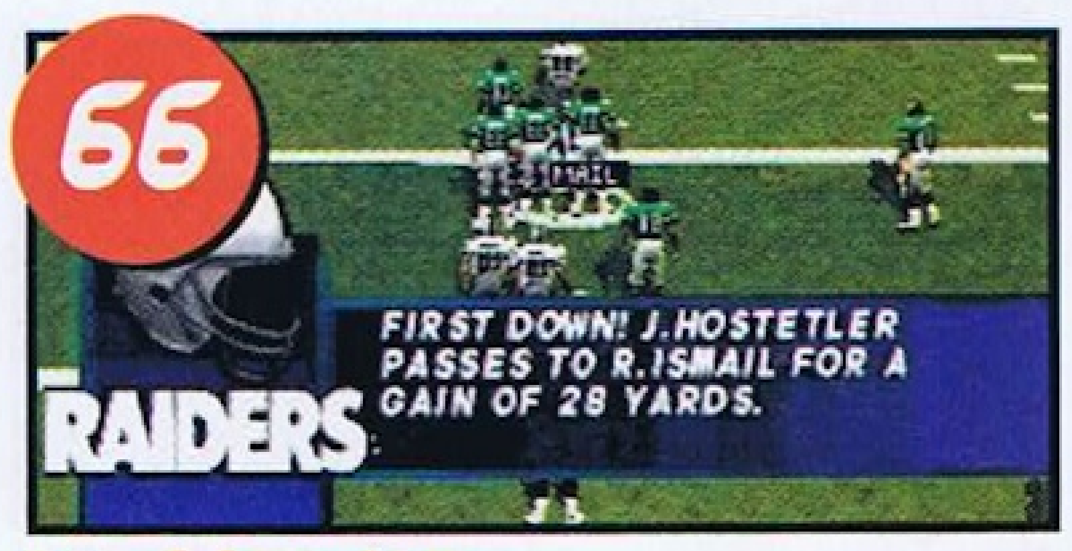
An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.

65

Virtua Cop

Sega • 92%

Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.


FIRST DOWN! J.HOSTETLER PASSES TO R.ISMAIL FOR A GAIN OF 28 YARDS.
RAIDERS

66

Madden '97

EA • 90%

One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do *you* know how to play?

The best driving games

1 (1)	Sega Rally
2 (9)	Wipeout 2097
3 (14)	Manx TT
4 (15)	Daytona USA: CCE
5 (33)	Wipeout

The best shoot-'em-ups

1 (5)	Duke Nukem 3D
2 (11)	Exhumed
3 (12)	Virtua Cop 2
4 (13)	Die Hard Trilogy
5 (23)	Tunnel B1

The best beat-'em-ups

1 (2)	Fighters MegaMix
2 (7)	Virtua Fighter 2
3 (10)	Ultimate Mortal Kombat 3
4 (16)	Street Fighter Alpha 2
5 (17)	Marvel Super Heroes

The best adventure games

1 (3)	Resident Evil
2 (23)	Dark Savior
3 (36)	Swagman
4 (39)	Shining the Holy Ark
5 (51)	Hexen

The best football games

1 (8)	Sega Worldwide Soccer '97
2 (41)	Olympic Soccer
3 (87)	FIFA '97
4 (NR)	Actua Soccer Club Edition
5 (NR)	Striker

The best other sports games

1 (20)	NHL Powerplay Hockey
2 (42)	Victory Boxing
3 (43)	Athlete Kings
4 (66)	Madden '97
5 (75)	Virtual Golf

The best strategy games

1 (18) Command & Conquer
2 (31) Dragon Force
3 (34) Warcraft 2
4 (47) Mystaria
5 (50) Sim City 2000

The best platform games

1 (4) Tomb Raider
2 (19) Sonic Jam
3 (30) Pandemonium
4 (44) Cool Spot GTH
5 (46) Sonic 3D

The best puzzle games

1 (24) Puzzle Fighter
2 (26) Bust A Move 2
3 (48) Baku Baku Animal
4 (55) Grid Run
5 (92) 3D Lemmings

Dipping out this month…

A ghost of a farewell to *Casper* and *NHL '97*, this month's departures.

Top 100 casualties to date…

PGA Tour '97 (EA)
Myst (Sega)
Road Rash (EA)
Worms (Ocean/Team 17)
Guardian Heroes (Sega)
Robopit (THQ)
Tetris Plus (Jaleco)
Actua Soccer Club Edition (Gremlin)
Scorcher (Sega)
Loaded (Gremlin)
Shining Wisdom (Sega)
Amok (Sega)
NHL '97 (EA)
Casper (Interplay)

67

True Pinball
Ocean • 83%
The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.

68

Return Fire
GT • 84%
Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.

69

D
Acclaim • 83%
A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.

70

Mass Destruction
Sega • 78%
Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.

71

Tempest 2000
Interplay • 84%
First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.

72

Rayman
UbiSoft • 81%
Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.

73

X-Men: Children of the Atom
Virgin • 90%
One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.

74

You Qualified 5th

Andretti Racing
EA • 79%
Andretti Racing suffered when first released for the PlayStation because it just wasn't Psygnosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.

75

Virtual Golf
Core • 87%
Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.

76

Destruction Derby
Sega/Psygnosis • 80%
Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD*'s moderately playable.

77

Hardcore 4x4
Gremlin • 73%
A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?

78

Virtua Fighter Kids
Sega • 68%
Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.

79

Space Hulk
EA • 81%
Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.

80

Keio Flying Squadron 2
JVC • 80%
A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

81

NBA Jam TE
Acclaim • 85%
The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.

82

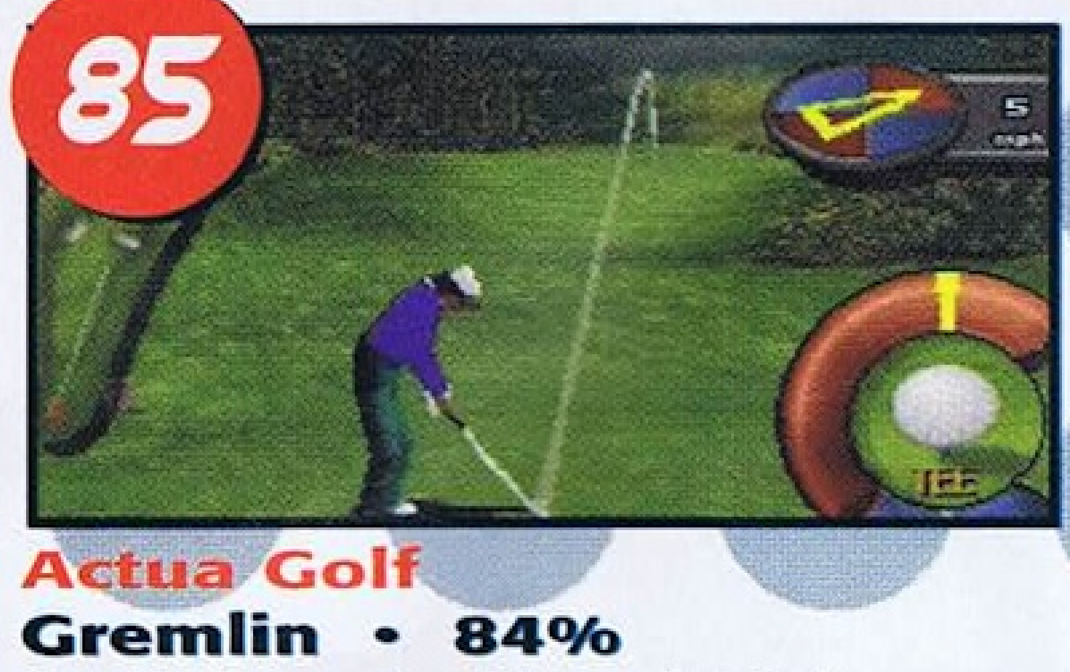
Earthworm Jim 2
Virgin • 74%
If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.

83

Discworld
Sega/Psygnosis • 81%
The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles…

84

Virtua Racing
Time Warner • 91%
A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade perfect as it should've been.



Actua Golf
Gremlin • 84%

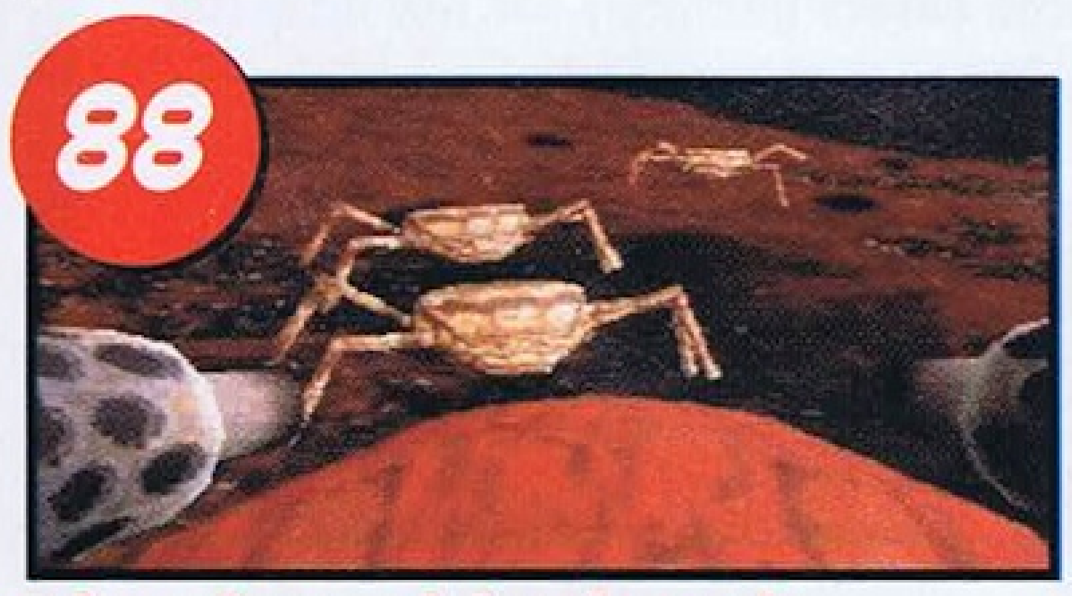
Graphically superb, with two detailed courses and multiple views. We at **Saturn Power** prefer the gameplay of *Virtua Golf*. Peter Aliss – the commentator – gets on your tits after a while.

Tilt!
Virgin • 85%

Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.

FIFA '97
EA • 74%

An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA*'s Mega Drive debut years ago…



Blam! Machinehead
Core • 83%

Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

Story of Thor 2
Sega • 80%

Story of Thor 2 apes Nintendo's *Zelda 3* all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

Ghen War
Virgin • 80%

Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware – it's as fast as a dead sloth to play.

The Need for Speed
EA • 80%

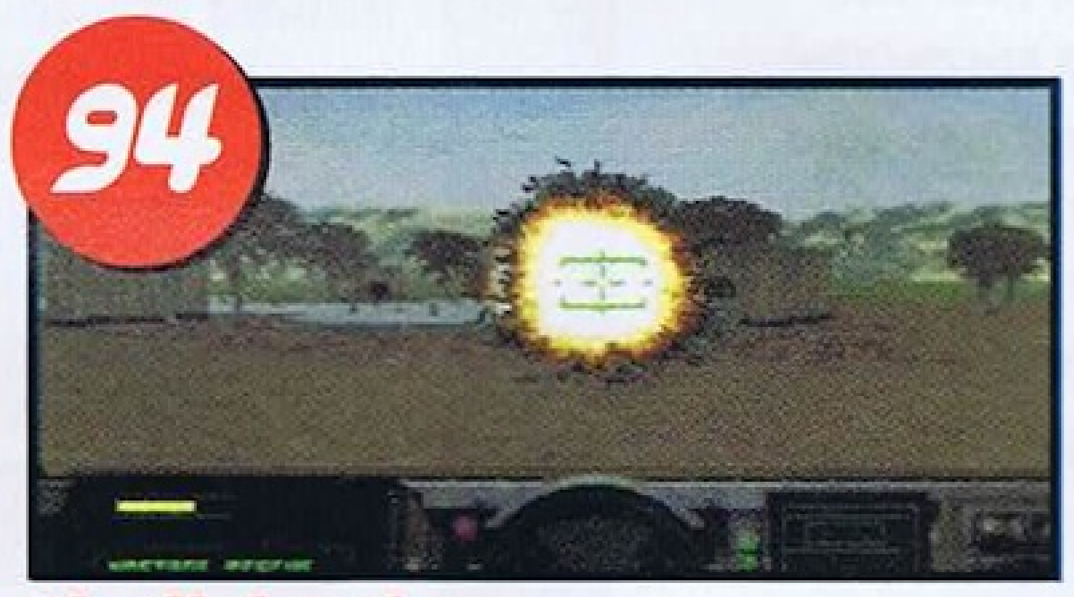
In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

3D Lemmings
Sega/Psygnosis • 82%

A clever update of one of the best-selling and most popular games ever. Sometimes the third angle makes things a tad confusing, though. It's TV-smashingly frustrating at times.

Golden Axe
Sega • 70%

A beat-'em-up based on the characters from *Golden Axe* is no bad idea, but the game just doesn't have the flair of the other Capcom 2D fighting titles.



Shellshock
Core • 79%

An excellent soundtrack and some very good rendered FMV made up for an average game based on the same game engine as the better *Firestorm: Thunderhawk 2*.

Break Point
Ocean • 78%

Not the worst game we've ever seen, and it's definitely the best tennis game around at the moment, but it needs to be faster. It also needs more varied plays, better shot angles…

Slam 'n' Jam
BMG • 87%

Crystal Dynamics convert their 3DO basketball simulation across perfectly and, although it isn't the best, it's fairly close. If 'slam-dunk' doesn't sound like nonsense to you, give it a try.

WWF Wrestlemania
Acclaim • 82%

It's commonly agreed that the WWF is a useless waste of time, money and brain-power, but thankfully the game's better than the license behind it.

World Series Baseball 2
Sega • 81%

Despite the obvious lack of appeal of the sport in this country, Sega manage to produce the finest game of its type. It graphics are perhaps its best feature.

Doom
GT Interactive • 70%

Rage take a large knock in their reputation as they turn up with a fairly shoddy Saturn conversion of the classic id game. For incredibly hardcore fans only.

Blazing Dragons
BMG • 85%

Another ex-*Python* designed 'point 'n' click' adventure game. Despite mixed reviews, we quite liked it (apart from James, who finds it simplistic and decidedly unfunny).

Next Month

Enemy Zero
Touring Car
Sonic R
Atlantis
Formula Karts
Worldwide Soccer '98
Steep Slope Sliders
Croc
Fighting Force
Reloaded
Trash It
Bust-A-Move 3
Madden '98
MK Trilogy
Gentlemen, place your bets…

Although Sega's Saturn is renown for its quality arcade conversions and innovative third-party launches, it – much like any other console – has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen…

Rockman X3
Virgin • 23%

The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

The Crow: City of Angels
Acclaim • 29%

One of the worst games we've ever played at Saturn Power, and certainly a contender for Worst Game of '97. Buy this and be the butt of *every* joke.

Highway 2000
JVC • 56%

Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

Darius 2
Sega • 28%

It's a 2D shoot-em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt
THQ • 31%

Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-'em-up on the Saturn.

Valora Valley Golf
Virgin • 32%

Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis
Acclaim • 31%

Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

Digital Pinball
Sega • 22%

One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%

Infogrammes' Saturn conversion of their crap 3D0 gun game is, um, a crap gun game. *Virtua Cop* fans steer clear – there's nothing even remotely entertaining in this turgid release.

Crypt Killer
Konami • 38%

Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

The Acid Te

Part one: Beat-'em-ups

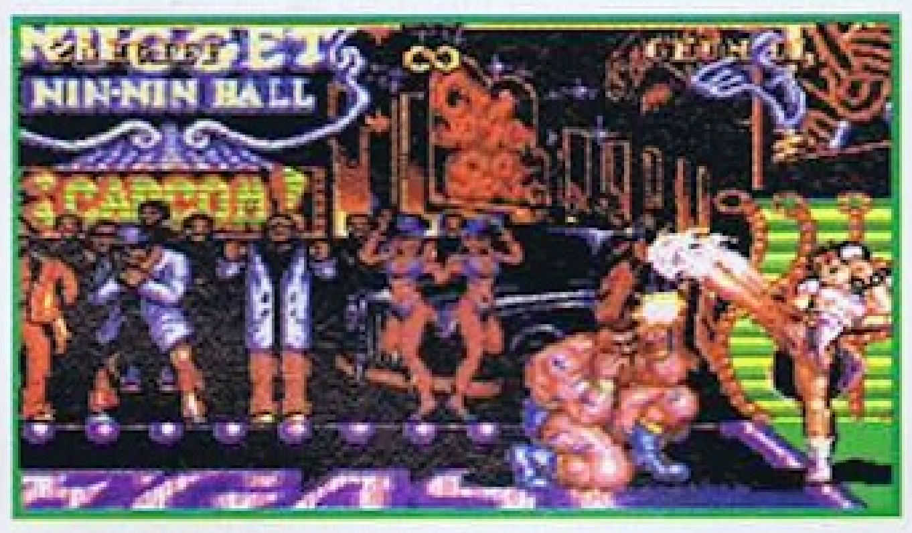
The History

One-on-one beat-'em-ups came quite late to the Sega systems – *Street Fighter 2* had been released for a couple of years on the SNES before it eventually made it across to the Mega Drive. One of the first was the excellent *Fatal Fury*. As soon as programmers realised, though, that the Mega Drive was capable of some excellent sprite handling and quick animation, the games flooded in – mostly from Japan.

Street Fighter 2 Championship Edition (a special one created specifically for the Mega Drive) and *Mortal Kombat 1* (truly awful) soon followed and the pattern was set... beat-'em-ups were now one of the most popular gaming styles around.

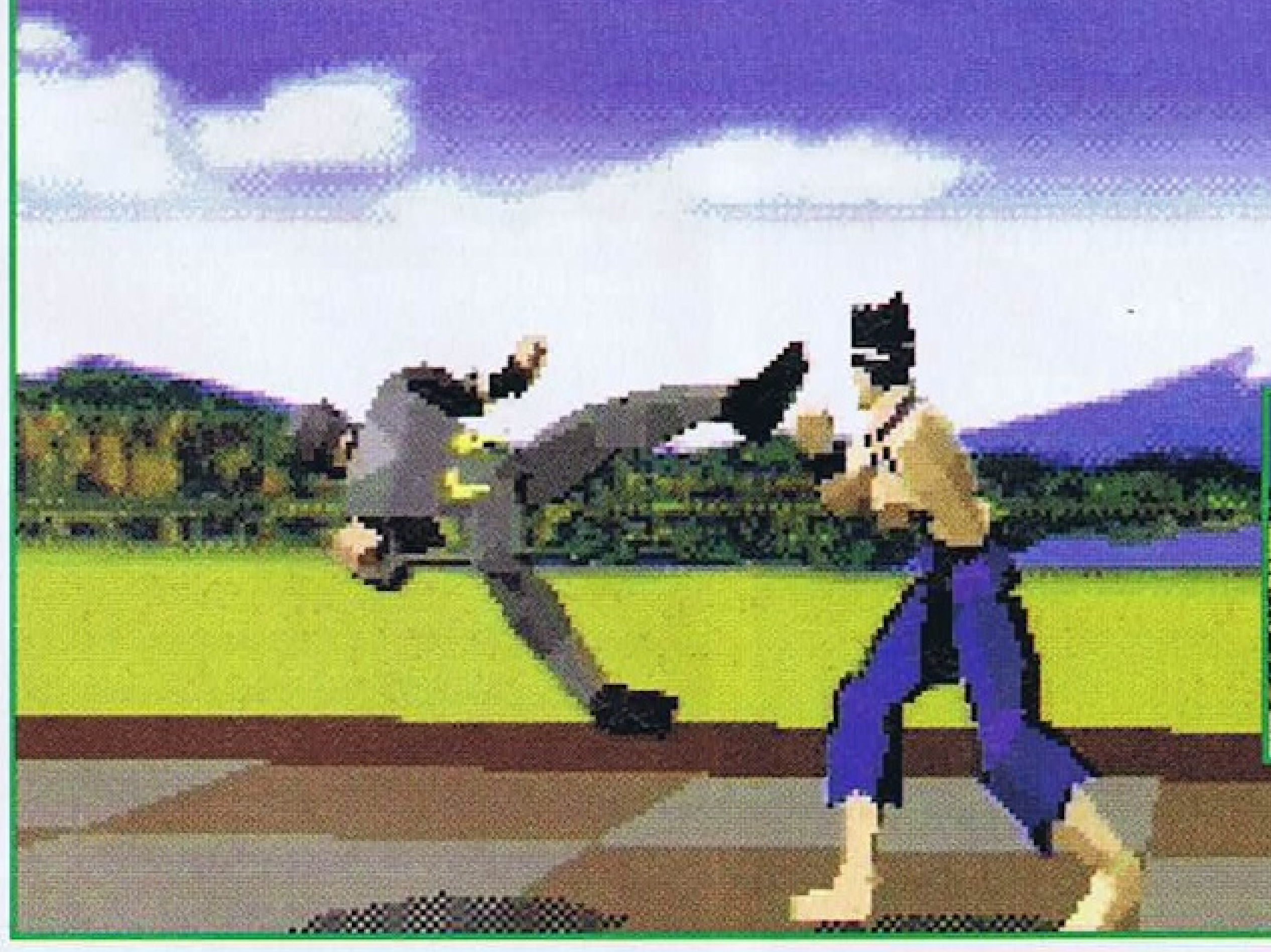
It was when the Saturn was launched, though, that people really started to take notice. The machine was cleverly released with an almost arcade-perfect conversion of their hugely successful *Virtua Fighter* arcade game and it sold millions. The Saturn's specific sprite-handling routines also meant that it was the ideal console for Capcom's latest (and more sophisticated) games – including *X-Men: Children of the Atom* and the *Street Fighter Alpha 1* and *2*.

The Saturn soon established itself as *the* machine for beat-'em-ups, with Capcom's impressive library behind it and the continuing success of the AM games – including the superb *Fighters MegaMix*, *Fighting Vipers*, *Virtua Fighter 2* and *Last Bronx*.



Street Fighter 2 on the Mega Drive. A fine conversion of an excellent beat-'em-up.

WINS 00
SHANG TSUNG
PRESS START
JAX



The original *Virtua Fighter* – this time on the ill-fated 32X.

Five of the best

Going by the Top 100, if you want to buy the best, then you should have at least a couple (if not all) of these in your collection.

1) Fighters MegaMix

Sega • Top 100 position: 2

One of the best game ideas we've ever heard of. By mixing two very popular AM beat-'em-ups and including a wealth of extra characters, options and playing modes, Sega have insured that the game caters perfectly for not only the two-player gamers, but also the one-player ones.

2) Virtua Fighter 2

Sega • Top 100 position: 6

Although it's not such an essential purchase with *Fighters MegaMix* now out, *Virtua Fighter 2* is still an incredibly classy game and can be picked up for a good price.

3) Ultimate Mortal Kombat

GT Interactive • Top 100 position: 9

A controversial one, this, as James would have placed it much further down the list, but (like *Fighters MegaMix*) we couldn't help be impressed by the sheer amount of characters and options.

4) Street Fighter Alpha 2

Capcom • Top 100 position: 15

The finest *Street Fighter* game you can buy for the Saturn, simple as that. A new combo system and a complex amount of playing styles means that *SFA2* is the perfect game for the purist beat-'em-up fan with a lot of patience.

5) Marvel Super Heroes

Capcom • Top 100 position: ??

A superb use of the Marvel licence and a very close second behind *Street Fighter*. There's a moderate number of moves and some excellent combos on offer, but there's a slight feeling of unbalance between the characters abilities.

In a new series of irregular round-ups, we'll be taking a gaming genre, laying it on the slab of the *Saturn Power* morgue, removing its major organs and having a bit of a fiddle about at the same time. In other words, you've read through the Top 100, but what if you're a fan of a particular style of game and need a bit more information? Here's the place to find it and we're the people to ask.

est

Up 'n' coming

That's not it by any stretch of the imagination. Over the next six months or so, you can expect to see a bumper crop of top rucking action on the Saturn and here's some of the best of them.

Darkstalkers 3: Jedah's Damnation
Capcom • 1998
The latest and best in the distinguished line.

Dead or Alive
Tecmo • Winter
Based on the Sega Model 2 board, it makes a very worthy *VF2* alternative.

Fighting Force
Core • October
It finally looks like *Fighting Force* may make it to these here European shores after all.

Mortal Kombat Trilogy
GT Interactive • September/October
Can you believe that they STILL haven't released this game?

Super Street Fighter 2 Collection
Capcom • TBA
Stick with *SFA2*, that has all you need.

Virtua Fighter 3
Sega • TBA
From our latest information, it would seem that the conversion is still very much on. So, with baited breath we wait.

Level Max
2 HIT
PRESS START

X-Men vs Street Fighter
Capcom • TBA
The greatest mix since Cross and Blackwell still awaits a firm release date.

The rest

There's an astonishing number of beat-'em-ups available for the Saturn (and there's at least twice as many as this available in Japan through import). We couldn't name them all, so here's the "you wouldn't be to annoyed to get as a present" set.

Die Hard Arcade
Sega • Top 100 position: 61
A too small, but competent Titan-based, arcade *Streets of Rage*-style game.

Fighting Vipers
Sega • Top 100 position: 43
It had its admirers... look to *Fighters MegaMix* instead.

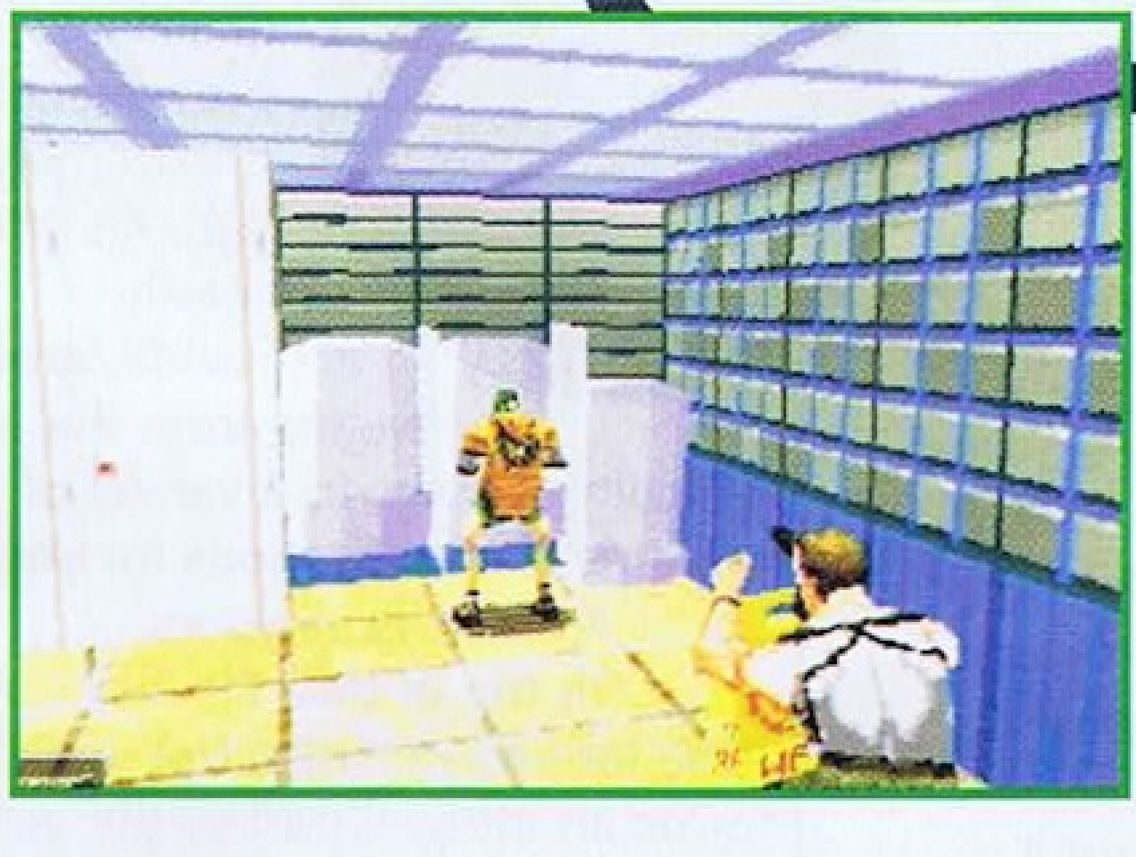
Golden Axe
Sega • Top 100 position: 91
A Capcom-style beat-'em-up based on the characters from *Golden Axe*.

Last Bronx
Sega • Top 100 position: 30
A graphically-impressive but ultimately slightly dull *AM* conversion.

Mortal Kombat 2
Night Warriors
Capcom • Top 100 position: 19
Far more cartoony and fun than the *Street Fighter* games and an instant hit when it came into the office.

Victory Boxing
JVC • Top 100 position: 40
A good (but ultimately failed) attempt to translate boxing to consoles.

King of Fighters '95
Sega • Top 100 position: 56
One for the hardcore fans... and you won't be disappointed either.



Cottaging in toilets is not the correct way to meet new people... James knows this.

Virtua Fighter Kids was a clever idea but offered very little over its elder brother.

Robopit
T•HQ • Top 100 position: N/A
A complete 3D beat-'em-up with the added advantage of a split-screen two-player mode.

Street Fighter Alpha
Capcom • Top 100 position: N/A
Superseded by the sequel, which is Number 15.

Virtua Fighter
Sega • Top 100 position: N/A
The 3D fighting game that started all this off.

Virtua Fighter Remix
Sega • Top 100 position: N/A
The character graphics, a couple of boxed extras and the backgrounds of *VF1*... all for an absolutely bargain price.

Virtua Fighter Kids
Sega • Top 100 position: 76
Although it's 30 quid, it's little more than *VF2* with different graphics.

Virtual On
Sega • Top 100 position: 28
An interesting robot blasting/fighting crossover.

WWF Wrestlemania
Acclaim • Top 100 position: 95
Much better than *In Your House*. More combos and moves improve things greatly.

X-Men: Children of the Atom
Capcom • Top 100 position: 71
One of the first 'alternative' beat-'em-ups from Capcom. Still impressive.

Five of the worst

In every life a little rain most fall, but the collective weight of these five black clouds must surely add up to a torrential downpour.

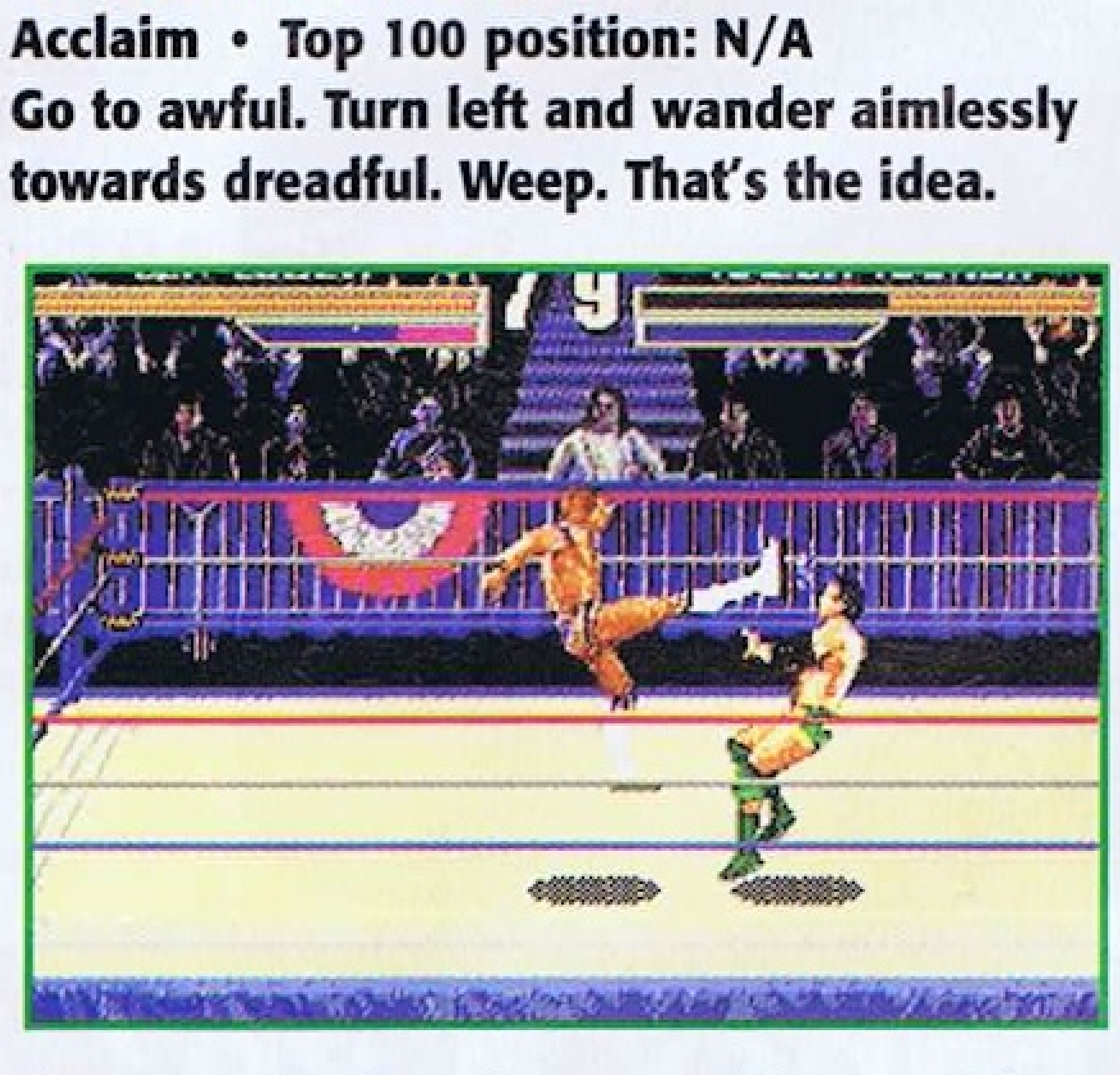
Toshinden URA
Takara/Sega • Top 100 position: N/A
To be honest, 3D beat-'em-ups have looked better, much, much better.

Battle Area Toshinden
Takara/Sega • Top 100 position: N/A
A highly disagreeable sequel to the unimpressive original.

Mortal Kombat 2
Acclaim • Top 100 position: N/A
A sad attempt by Acclaim to cash in on GT's success with *UMK3*.

Rise 2: The Resurrection
Mirage • Top 100 position: N/A
Not as bad as the first game, but still bloody, bloody, bloody awful.

WWF: In Your House
Acclaim • Top 100 position: N/A
Go to awful. Turn left and wander aimlessly towards dreadful. Weep. That's the idea.



Be warned... American wrestling is neither big or clever. Infomercial ends.

Reader Reviews

This month we've changed the reader's reviews bit... Featuring three trusty readers waxing lyrical about their favourite Saturn games, this is hot-bed of journalistic excellence. And all you have to do to join in, is to write 300 words on your favourite or least favourite Saturn game. Send them to the usual address and we'll do the rest. Do include a recent photo of yourself. Soon, your names will be appearing in lights...

Speak Your Brains

Sega Rally

We gave it: 97%
We said: "Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. The way it moves, the smoothness and the feel of the car is superb."

Soviet Strike

We gave it: 87%
We said: "The famous Strike series makes it to the Saturn in a moderately successful way. The landscaped graphics may look good but it's a little bit jerky."

Manx TT

4/8
TIME
38
01:24:88
CHECK POIN

We gave it: 92%
We said: "What could have been a cobbled together hash of a game has turned out to be an extremely competent and fun conversion. Top marks. "

Jonathan Gawler
Photographer and all round *Sega Rally* champ, Mr Gawler sent his review by FAX... impressive. When he isn't peering through his lens, he's crouched down drooling over the Saturn.

Rally, as a sport is the dogs-danglers, packed as it is with action and thrills. *Sega Rally Championship* was the sole reason I bought a console. *F1* looked fairly pretty, but after a lap my heart-rate actually decreased. Not so with *Sega Rally*. Fierce acceleration coupled with almost instant oversteer sold me on it.

My progress on the first lap of the Desert was faltering, but the game's potential was obvious. You know the four tracks inside out – from the flat-out, blast around the desert sands to the tricky curves of Lakeside. Do you know about the replica cars and how infuriating it is trying to get access to the twitchy snarling Lancia Stratos beastie?

I played until my eyes went blurry and my head ached. The Mountain circuit, with its subtle combinations of bends and foot-to-the-floor top speed antics, rapidly emerged as my favourite.

The commentator utters line: "The key to victory on this cool course is patience". Wrong. The key is aggression. Keep the throttle nailed, bang down a gear or two as you turn into the bends, arch around sideways, then straighten up and fire out. Top stuff.

Every time you think you've mastered it, up pops another option, another hidden feature.

And you can't get bored dicing with an opponent, human or otherwise, on the Mountain. Use Hard mode in Arcade Practice, wait a second after the start then chase him down for a right good skirmish. Lovely. Or play Championship in full screen mode with your nose against the screen. Marvellous.

97%

Dan Pacey
Mr Pacey is a GCSE student from Nottinghamshire who, when not busy studying his trigonometry enjoys games, reading, parties and motor racing. Here's Mr Pacey's review of *Soviet Strike*.

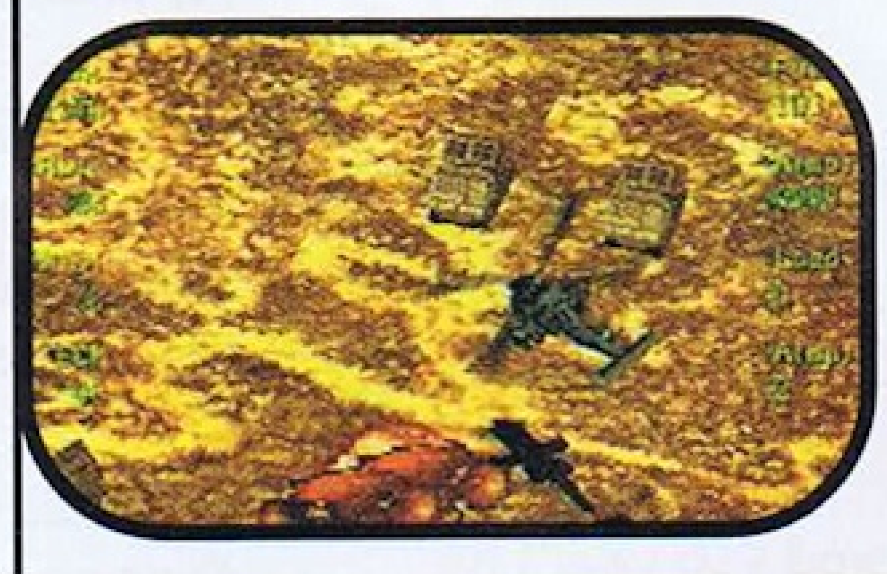
In true Electronic Arts style, the quality of presentation is extremely high. An array of easily accessible options, ranging from the usual difficulty settings to a variety of armament modifications for your Super Apache, is all yours.

On top of this, Electronic Arts have lobbed in 'Strike.Net' which forms an integral part of the game. As a Strike member this allows you to view data, examine mission objectives and enemy hardware, as well as providing you with a handy satellite map of the play area.

When running the game proper you get an FMV briefing (with customary bad acting) before taking off. Once flying, you will notice the poor frame rate. The game has almost photorealistic graphics but the jerkiness of the animations spoils it.

In the end you won't notice really because you'll be too busy trying and retrying missions - it's so bloody hard!! For Saturn owners who want a challenge *Soviet Strike* is unmissable.

89%



James Litterick
Mr Litterick is at High School in Balornock, Scotland. He's a fan of all things racular. He also thinks *Manx TT* is the best racing game on the Saturn and below he tells us exactly why.

The Saturn's known to most of its loyal fans as a reliable console for conversions of Sega's arcade titles. So, when a game like *Manx TT* shows up we all expected it to be a mirror image of the arcade version. But is it any different? And how did the Saturn version cope without the bike from the arcade game? Pretty well really! The game responds instantly to the slightest touch of the control pad (analogue compatibility ahoy!) which is useful when turning tight corners. The eight starting bikes have individual advantages and each react quite differently.

The sound effects are spot on too – from the commentator roaring "Get ready to race!", to the sound of your bike as it crashes into a barrier.

I was a little concerned as to how the Saturn would handle the arcade graphics, and was pleased to see conversion quality on a par with *Sega Rally*. *Manx TT* in the arcades only had two courses. This has been improved upon in the Saturn version by adding both a "Saturn Mode" which has the two courses playable in reverse. Time Trial, Superbike, and Head To Head modes all increase the lifespan of the original game by introducing a host of new challenges. I would recommend it strongly to any fan of the racing genre.

89%

Fancy a go?

There's a slight change to the way we're doing **Speak Your Brains** from now on. Basically, we decided that we'd never be able to fit everyone in (because so many of you were writing in), so we're changing it a little. What we want you to do know is to write a short review (about 100 words) on the latest Saturn game you bought and send it to us with this coupon and a flattering photo. This way, we should be able to get plenty more of you in the mag... which is surely no bad thing, eh?

Name ______________________

Address ______________________

____

Send it to: **Speak Your Brains**, *Saturn Power, 30 Monmouth Street Bath BA1 2BW*

You might have missed...

Alien Trilogy & Exhumed

Strange scientific fact Number 12121: Cloning sheep came second to cloning *Doom*. And here are two of the most monstrous clones to emerge from the Saturn labs ever…

With Lobotomy's name currently ringing large noises around the gaming community with their superb conversions of *Duke Nukem 3D* and *Quake*, we thought we'd turn our retro-like gaze towards the older *Doom*-style games that you might have looked over if you've just arrived on the scene. Those two being *Alien Trilogy* and *Exhumed*.

Alien Trilogy took the honours as being the first decent *Doom*-clone, when it was released on the Saturn about a year ago. Coded by Probe, the game was a fair attempt at converting the atmosphere and plot lines of the three films into one bumper package. Everything was pleasantly in place (with samples of the guns, all the weapons and monsters and some stunning 'between scenes' FMV). But one of the major criticisms of the game was that it was far too easy. Although it boasted well over 20 levels, must of them were minute to say the least, and the challenges involved in completing them were hardly taxing. The other niggling point about *Alien Trilogy* was that it was, partially, a wasted opportunity. There were no lengthy one-on-one chases through dark and narrow corridors that could've been lifted straight from the first *Alien*, and there were few variations between the levels (which is strange considering that all three films are completely different).

That said, the game did boast graphics that, at the very worst, could be called good and mixing the *Alien* films with a *Doom*-style game was never going to be the worst idea we'd ever heard.

Exhumed is a newer title. It was released (finally) through Sega around Christmas 1996 and was the first game to be released by the newly-formed Lobotomy team. The brief was *Doom* in Egypt and we could all have been forgiven for not throwing ecstatic fits when we found out what the game was to be about, but that all changed when we saw the first version of the game.

It was originally based on 3D Realms' *Duke Nukem* engine when it was released on the PC, but the Saturn version was something different altogether. A new graphical engine was created for very fast, very smooth and very detailed graphics whilst combining a simply huge game space with gorgeous minor touches such as light sourcing on weapons.

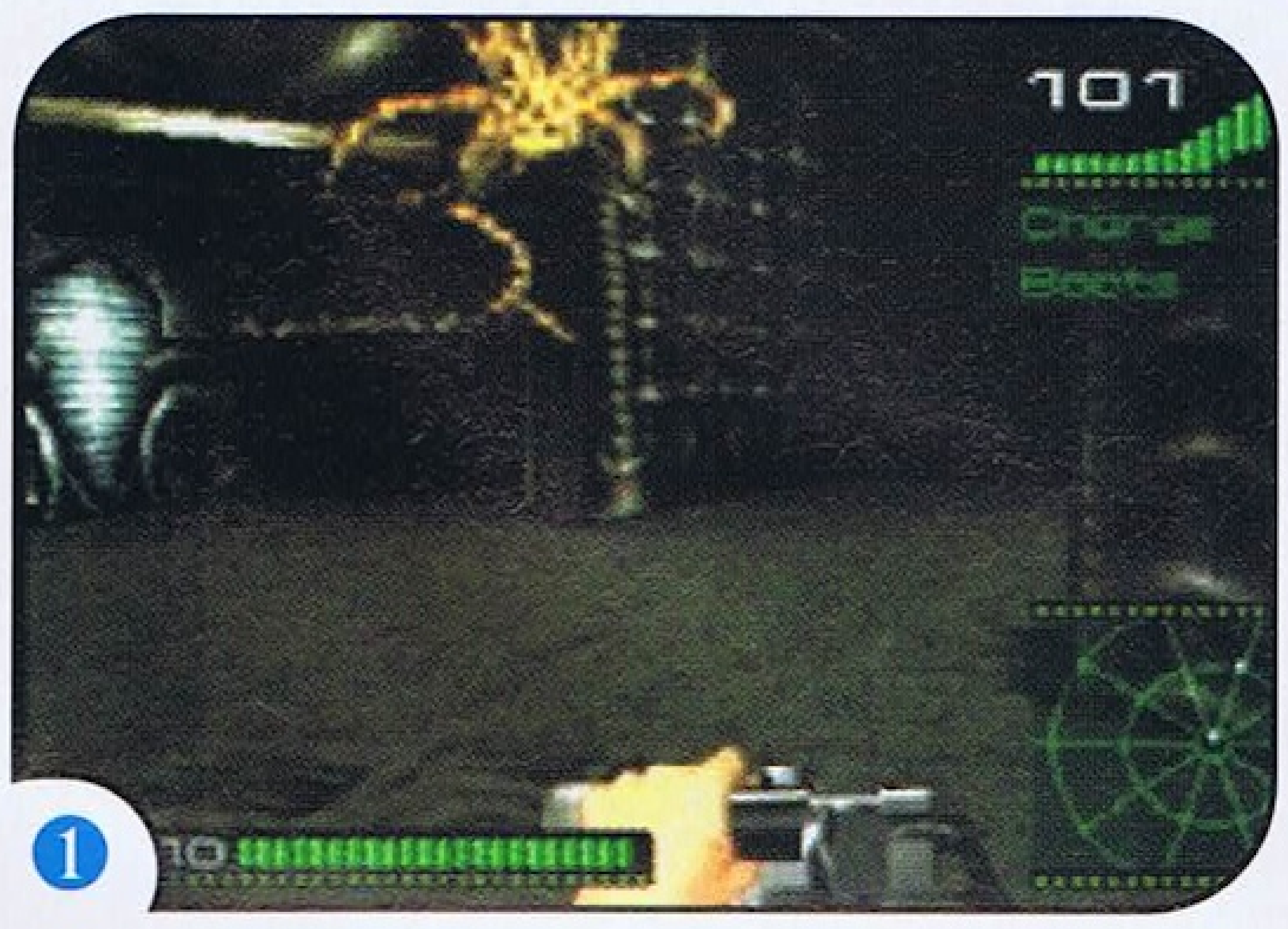
As both *Duke Nukem* and *Quake* are based on an updated version of the game engine used for *Exhumed*, you can imagine the power of the processor involved and the amount of faith that both Sega and id had in the software.

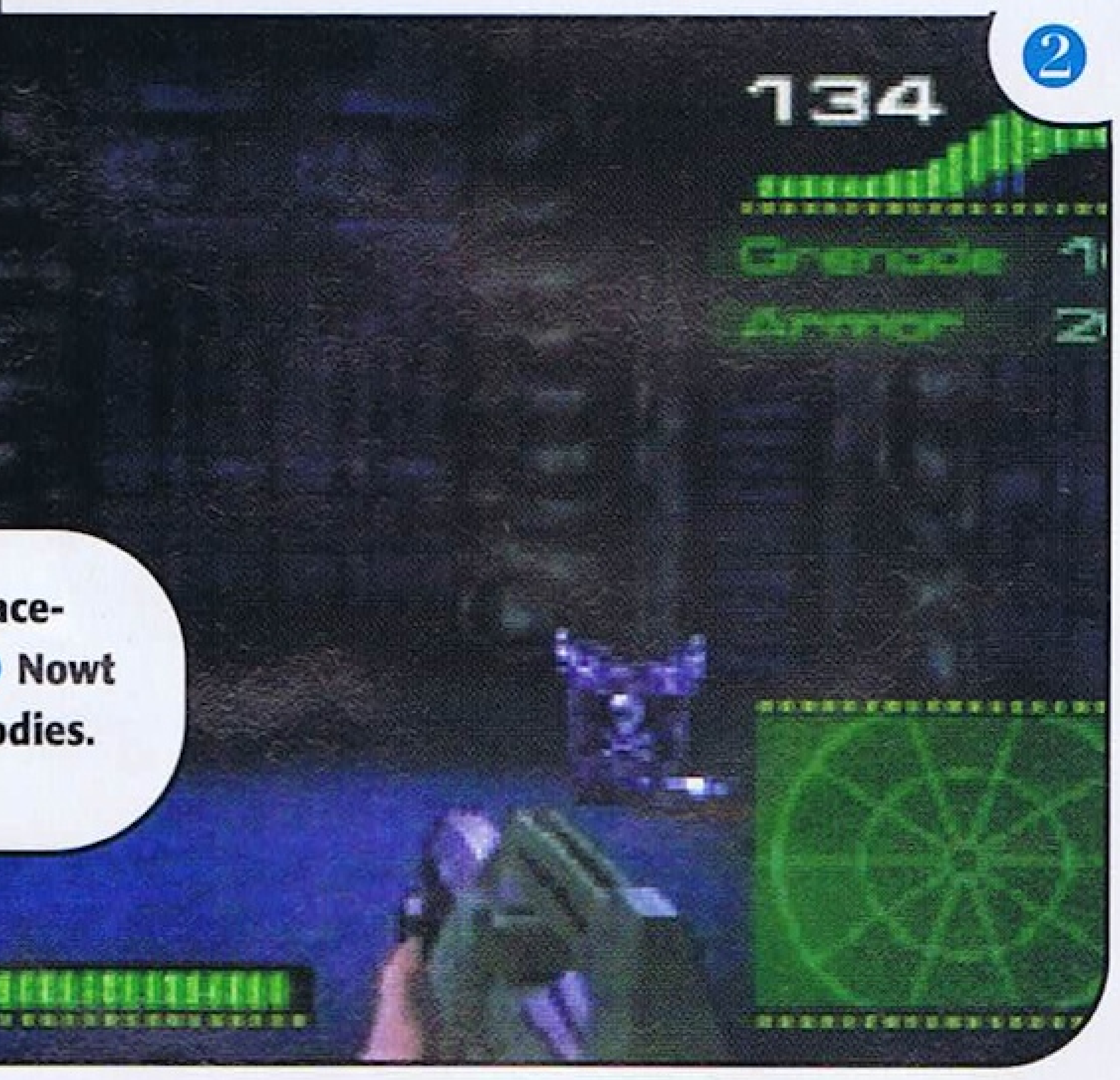
Although *Exhumed* is still a key Saturn title, both games should be available for discount prices if you shop around. *Alien Trilogy* should be available for about 20 quid… if you're lucky.

Alien Trilogy…

…the Highs
Atmospheric graphics
The monsters are still brilliant

…the Lows
Too short
Too easy
Could still have been much better



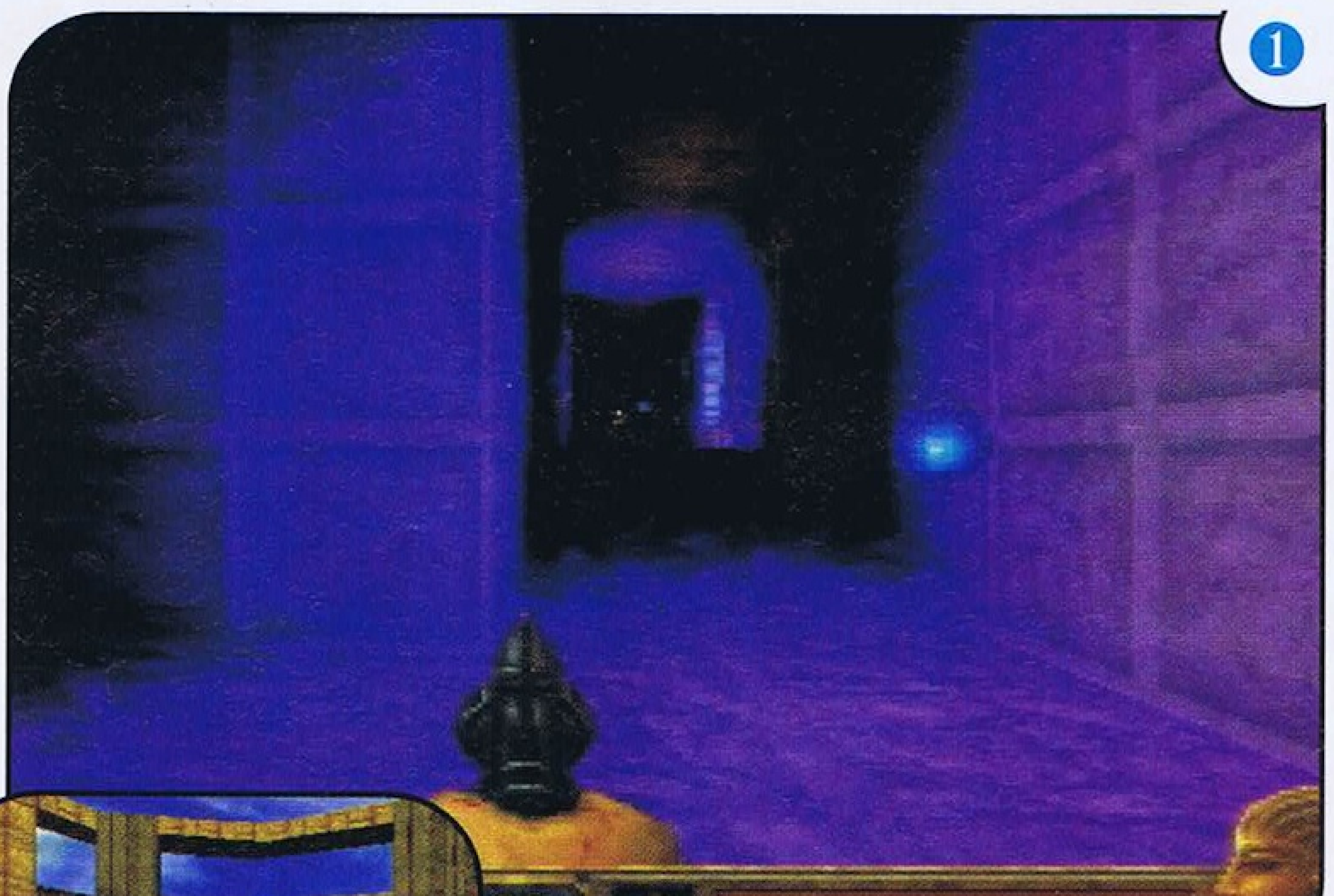


① Now, is that the cat or is it a face-hugger. Who cares really? Fire! ② Nowt on the RADAR, and a pack of goodies. It's quiet, toooo damned quiet.

Exhumed…

…the Highs
Graphics to die for
Huge game
Challenging puzzles
Very solid gameplay

…the Lows
Too difficult for some people?

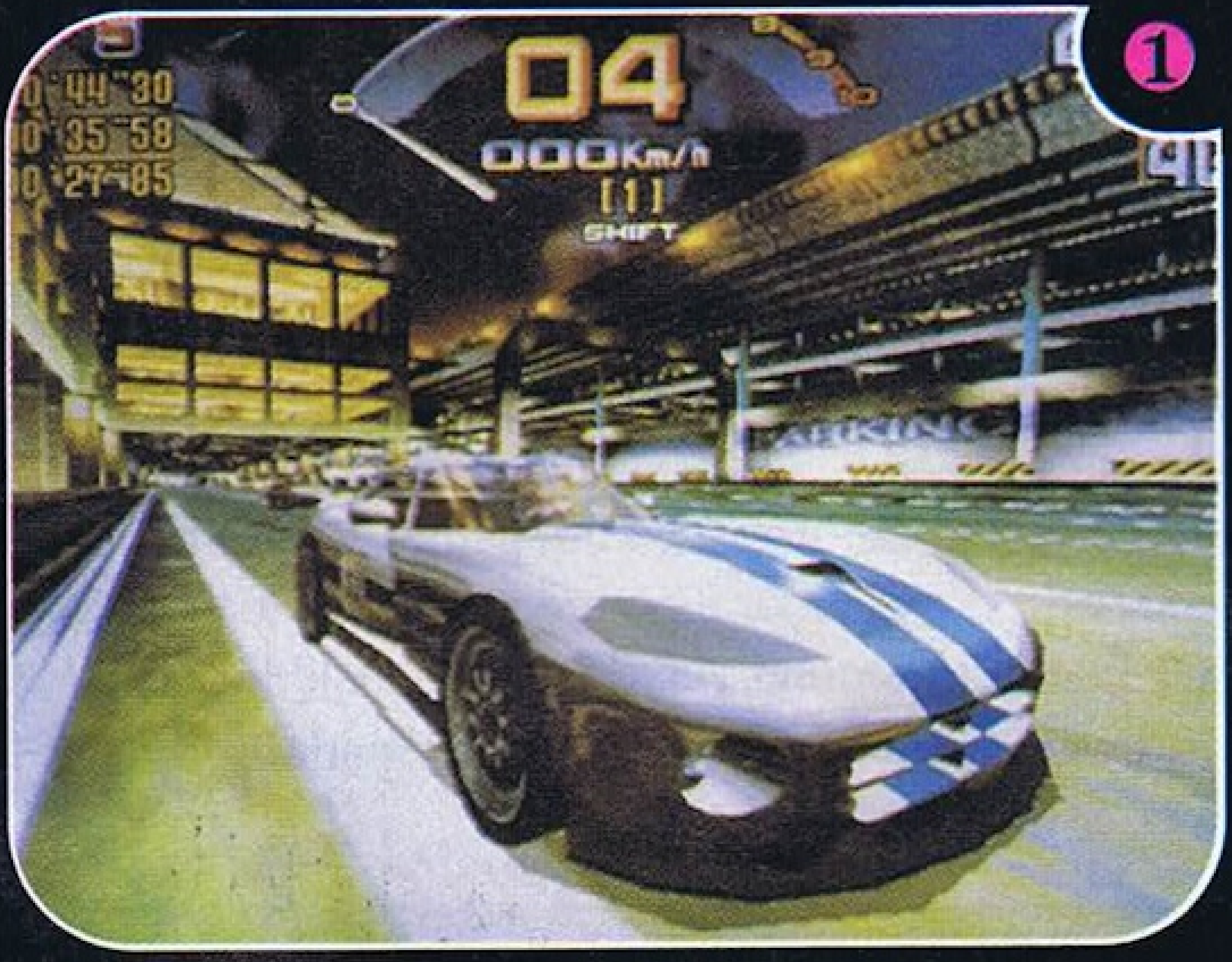


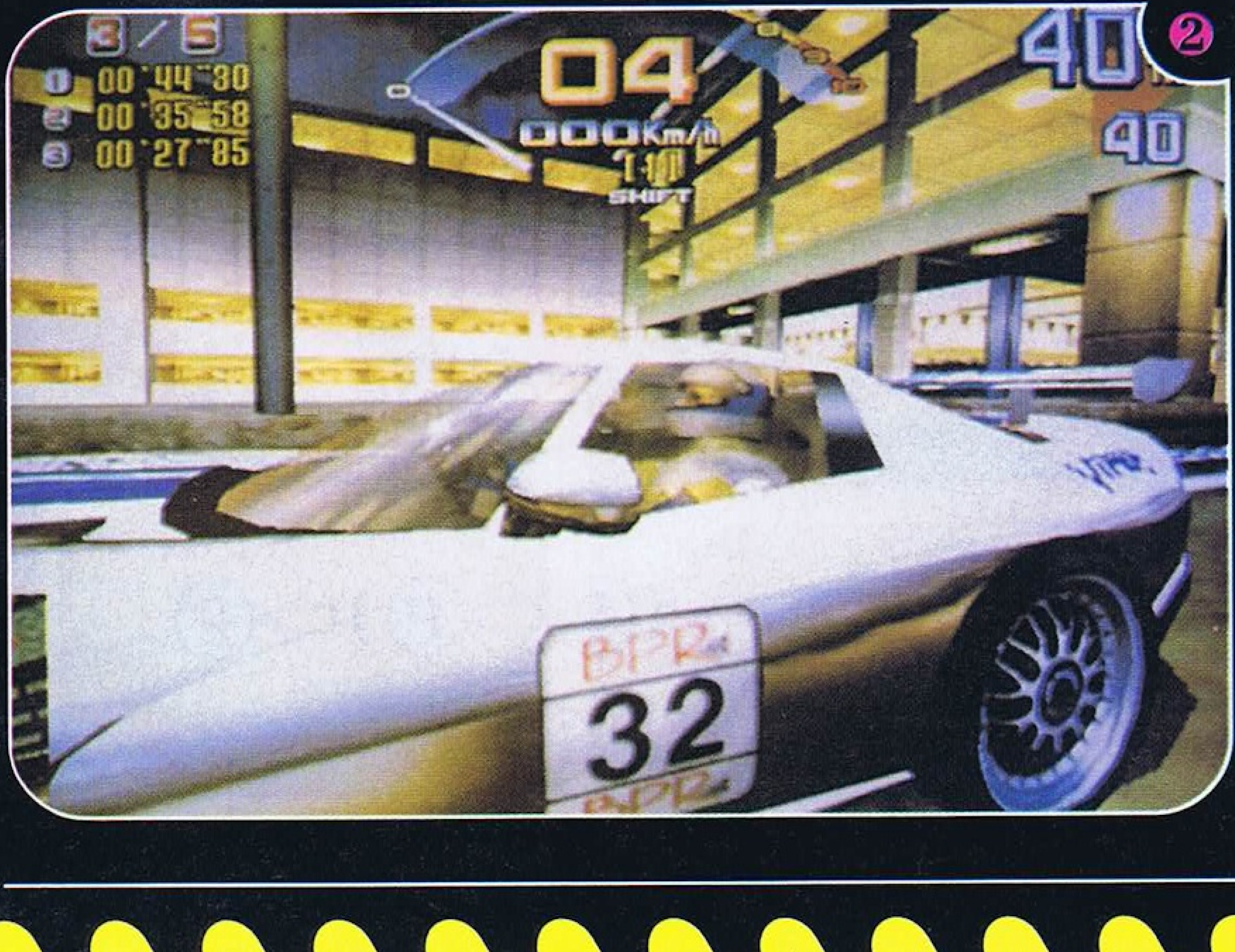
① Atmosphere, huge guns, creaky, bleaky surroundings. Yum! ② Caaaaam on then, I'll have yer!

Coin Slot

With few coin-ops worthy of note reaching arcades this month, *Saturn Power* examines the lack of creativity found in most technology-packed cabinets. It's business as usual next month, when we'll be bringing you a report on the latest machines. But, as Tony Mott muses, will these games be derivative as ever?

① *Scud Race*: look at the realtime rendering on that, etc. Look beyond those super-flash go-faster pixels, though, and is this really a progression beyond *Daytona*? ② No.





With the Japanese JAMMA show just around the corner (an event during which all of the biggest coin-op manufacturers demonstrate their latest, hottest wares), all of the topper coin-op manufacturers are holding back their weightiest arcade games. Which means that we don't got no new coin-ops to dazzle you with this month. (Hey, we showed you *Samurai Spirits 64*, *Moto Raid* and *Le Mans 24hr* before our 'rivals' – what more do you want?)

So it's time for some furrowed-brow-style analysis.

Which means that we're going to look at the coin-op scene in general: has it lost its way? Are arcade-goers suffering from a dearth of imagination from game manufacturers, being offered only variations on the beat-'em-up, driving or lightgun themes? Or, as technology improves (with yer Model 3s and yer Cobra boards) are game ideas keeping up with the advances, delivering fresh, exciting, new and above all original experiences?

No.

Consider Sega's most recent efforts: *Virtua Fighter 3*, *Scud Race*, *House of the Dead*, *Moto Raid*, *Jurassic Park: The Lost World*. Yes, these are very fine games in their own right, but are they pushing boundaries in anything other than visual terms? No. *Scud Race* is not even a patch on *Daytona USA* as a multiplayer experience; *House of the Dead* is no more enjoyable a game than *Virtua Cop 2* (roll on *Virtua Cop 3*); *Moto Raid* merely seems to steal ideas from existing titles; while *Jurassic Park: The Lost World* presents tried-and-tested lightgun action with a spectacular Model 3 sheen, the gameplay remaining hardly any different than the games that have preceded it.

Sega have never been afraid to jump on to a bandwagon. Take 1986's rather spanky, if nevertheless quirky, 2D platform shooter, *Quartet* (which made it to the 8-bit Master System but not the Mega Drive – although a 32-bit update, à la *Return of Shinobi*, would be very welcome). This rode the wave generated by Atari's groundbreaking *Gauntlet* in presenting a game that could be played by four players on one cabinet. This intimate multi-player experience makes today's side-by-side cabinet approach seem like an exercise in solitary confinement – surely against the Geneva Convention or some such.

The chief consideration in the production of

HANG PILOT
KONAMI

modern-day coin-ops is cash – and the major players aren't afraid of it. The more specialised hardware you want to tack on to your cabinet – whether these are lightguns, force-feedback steering mechanisms, or whatever – the more of a risk it is to produce.

This means it's more risky for arcade owners to order in machines to plop upon the floors of their gaming emporiums.

Every big game from coin-op manufacturers of late -- examples being Taito' *Lucky and Wild*, Konami's *Thunderbolt Hurricane*, Namco's *Dirt Dash*, and Sega with just about everything recently – has set arcade owners back up to tens of thousands of pounds per unit.

An expensive coin-op that just happens to be a bit of a duffer is bad news for everyone concerned: the manufacturer, the distributor, the arcade owner, and finally Joe Public. Which is why, if you look at the examples I've just mentioned, you'll see that they aren't duffers because they give gamers what they already know and love. Originality, frankly, can go and hang itself.

But wait. What about the *Armadillo Racings*, *Top Skaters* and the *Alpine Racers* of the coin-op world? Surely *they're* original? Well, in terms of control methods, yes. But look beyond these innovative interfaces and you'll see that they're still racing games at heart. All these fancy controls count for squit (and hydraulics for bollocks) when it comes to the actual game designs themselves.

I remember (wheels out the bathchair) when you could walk to an arcade and see row after row of near-identically sized cabinets which had to sell themselves on merely a 20-inch-odd monitor, a joystick and a few fire buttons. Games such as *Bubble Bobble*, *Pac Land* and *Shinobi* proved so popular because they were cleverly, designed, *fun* games, full stop. Not because you had to jiggle your bits around (or, indeed, have them forcibly jiggled around) to play them.

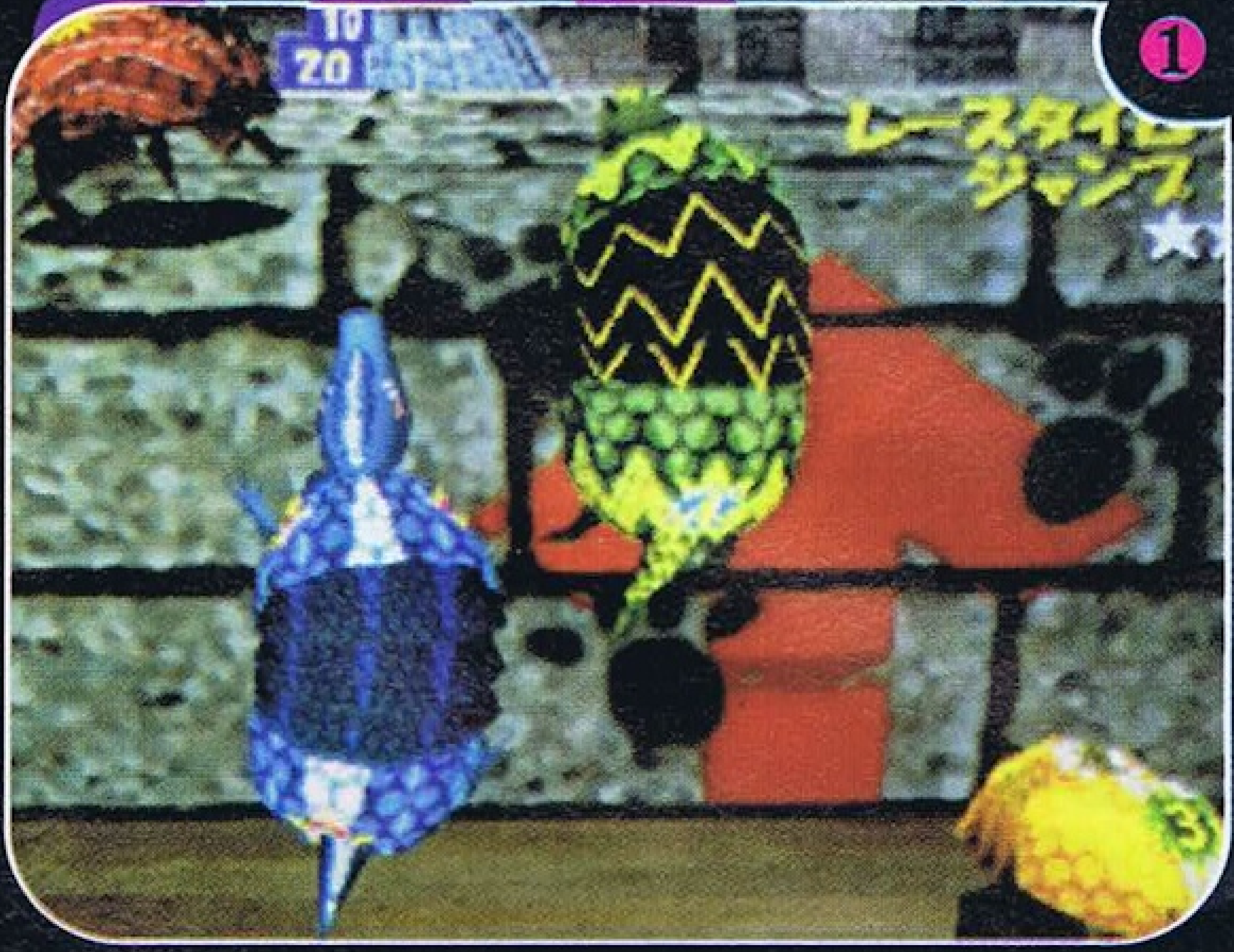
And then there were groundbreaking games such as *Marble Madness* and *I-Robot*, titles so revolutionary that you would never find their like today. Their creation came about through pure entrepreneurial spirit, something I fear has diminished to the point of near Dodo-dom.

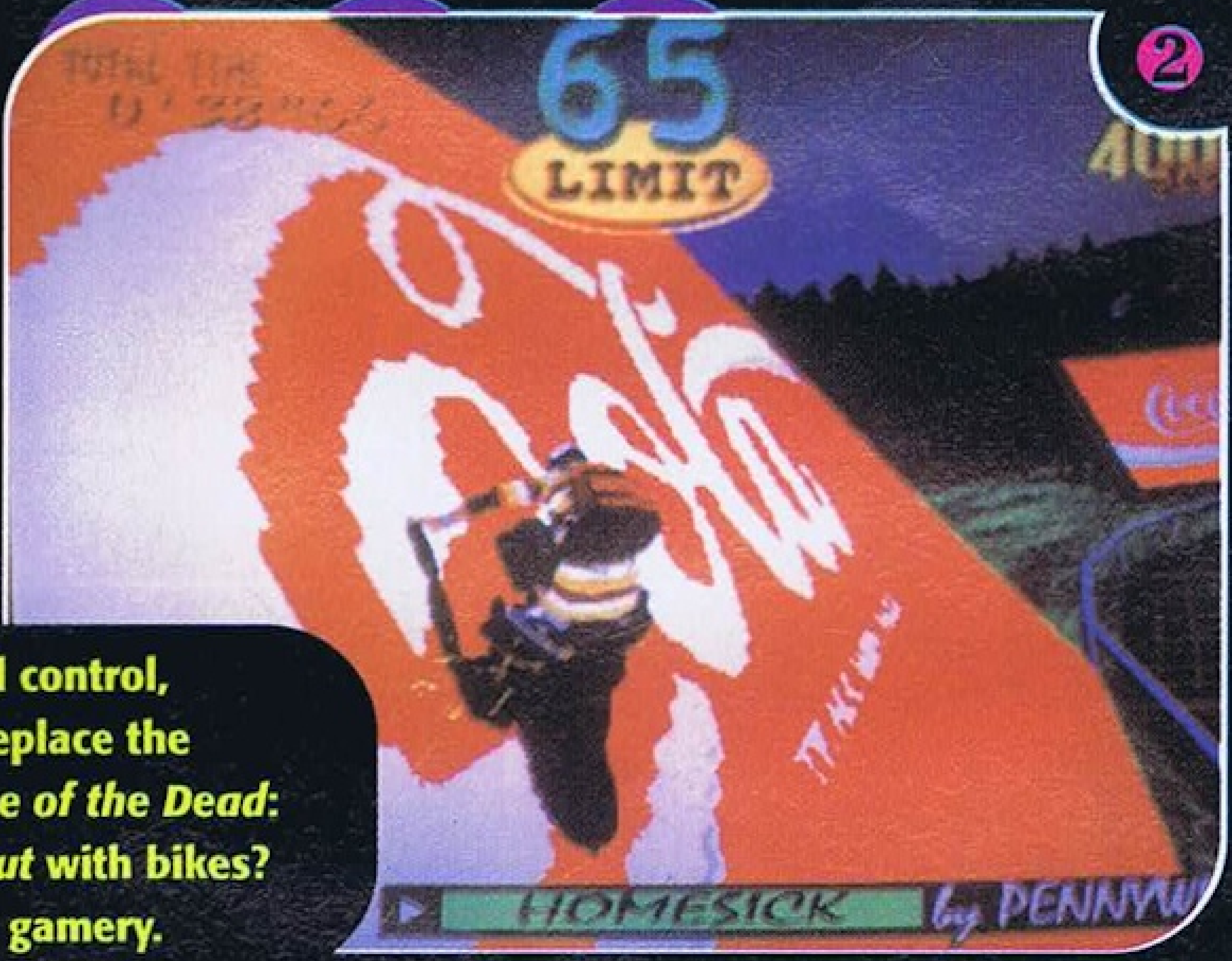
Anyway, analysis over...

Next month we'll be bringing you a comprehensive, full-on report from the JAMMA event in Tokyo where we might see some new coin-ops which aren't sequels, which don't merely follow in the well-trodden paths of their predecessors but endeavour to break new ground.

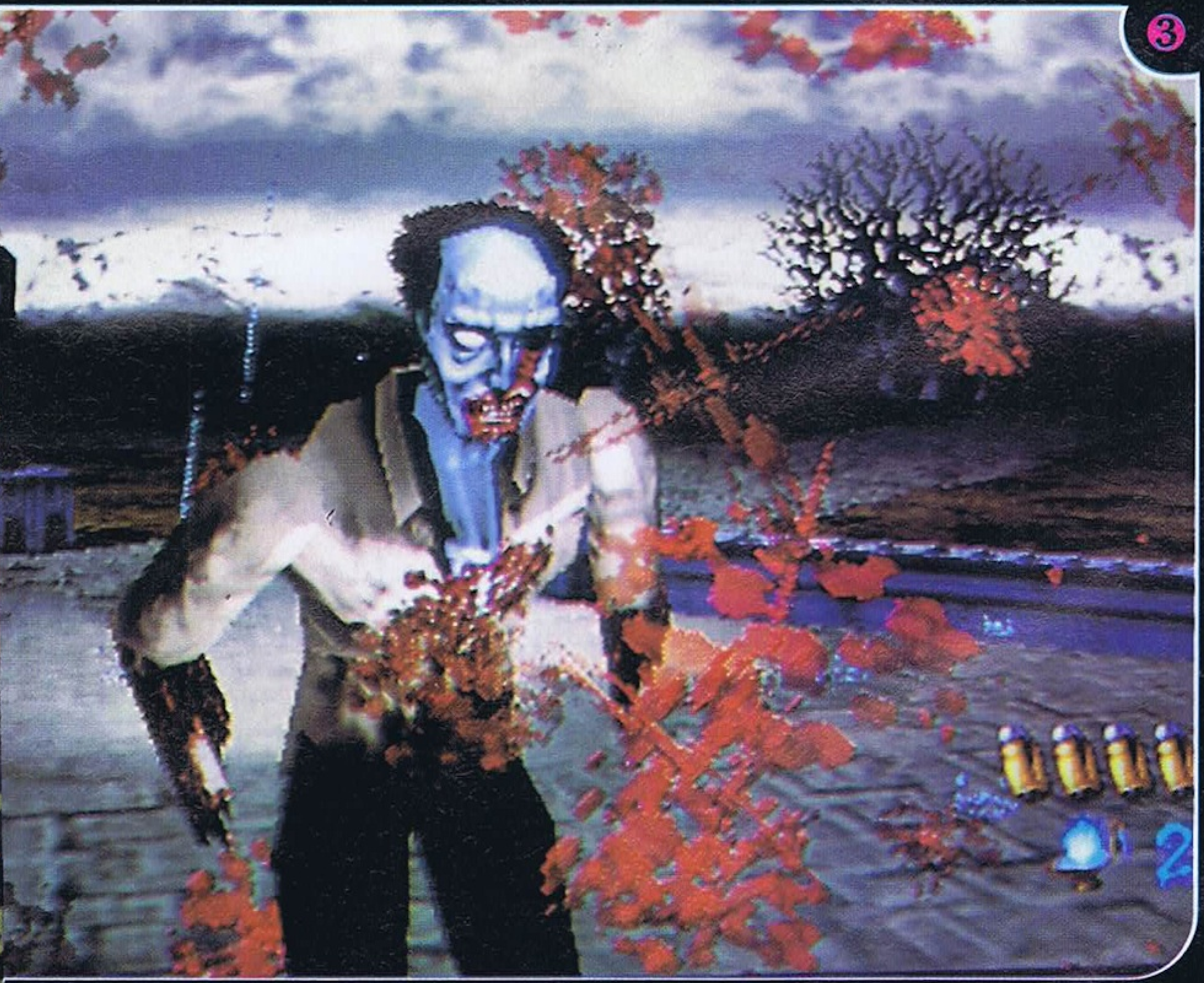
In the meantime I'm going to have a bash on *William's Arcade Classics* on the Saturn. Sad, am I? No, just a bit bored with what's going on down at my local coin-op vendor...

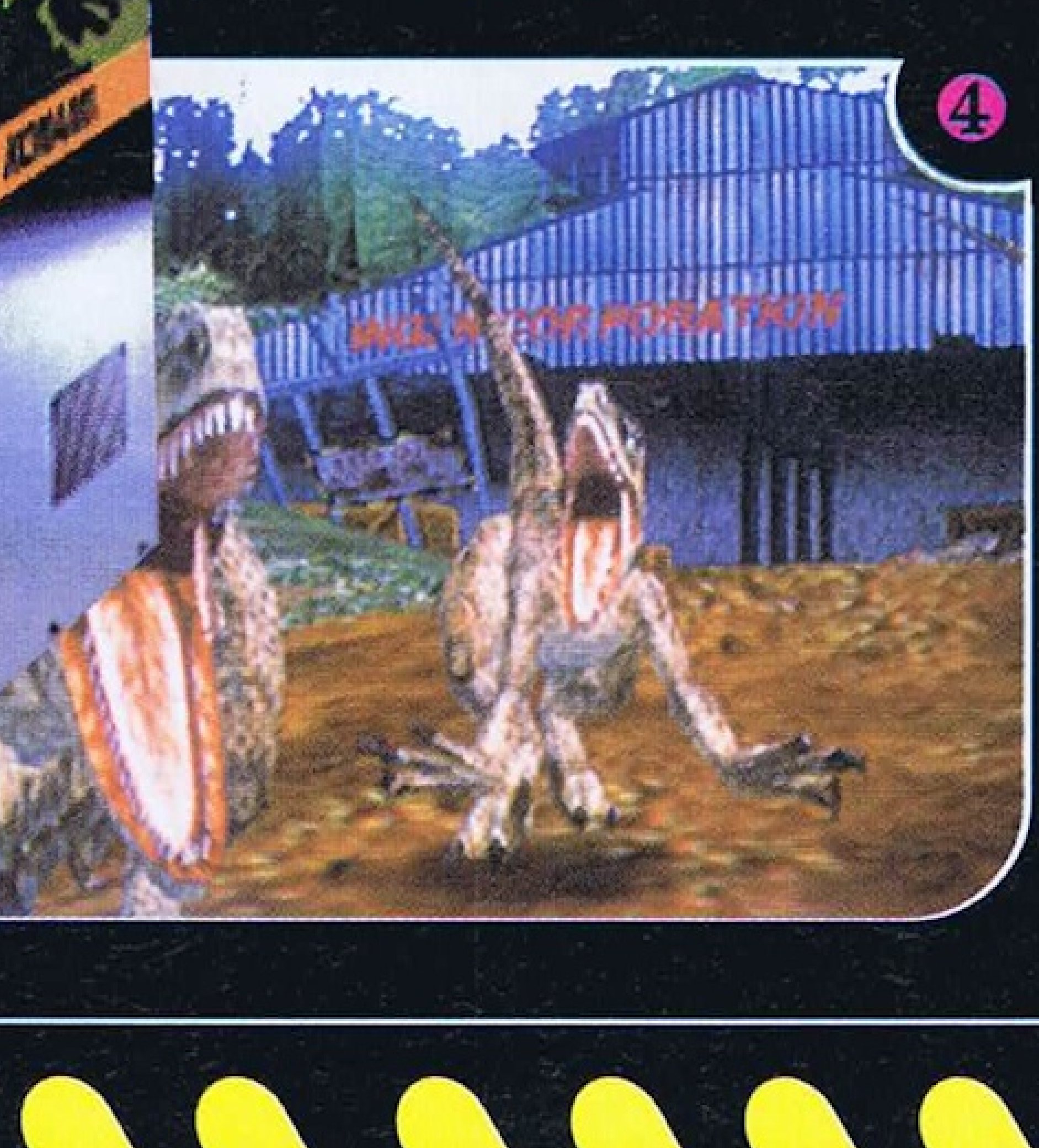
Tony Mott

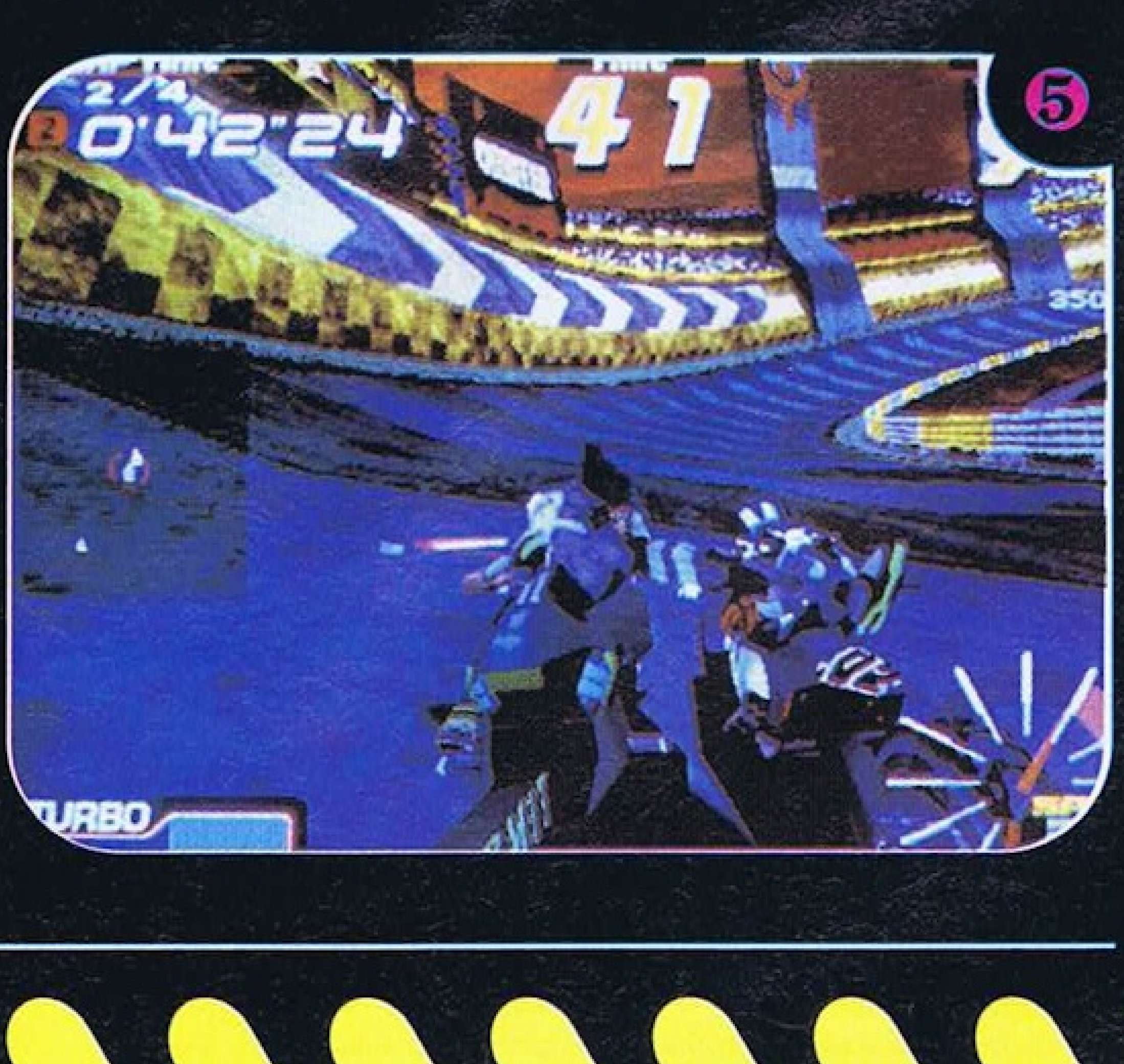




① **Underneath those ker-razy creatures and trackball control, *Armadillo Racing* is a meat-and-spuds racing game.** ② **Replace the trackball with a skateboard and ditto *Top Skater*.** ③ ***House of the Dead*: innovation in gore terms alone.** ④ ***Moto Raid*: just *Wipeout* with bikes?** ⑤ ***The Lost World*: top Model 3 graphics, same old gun gamery.**







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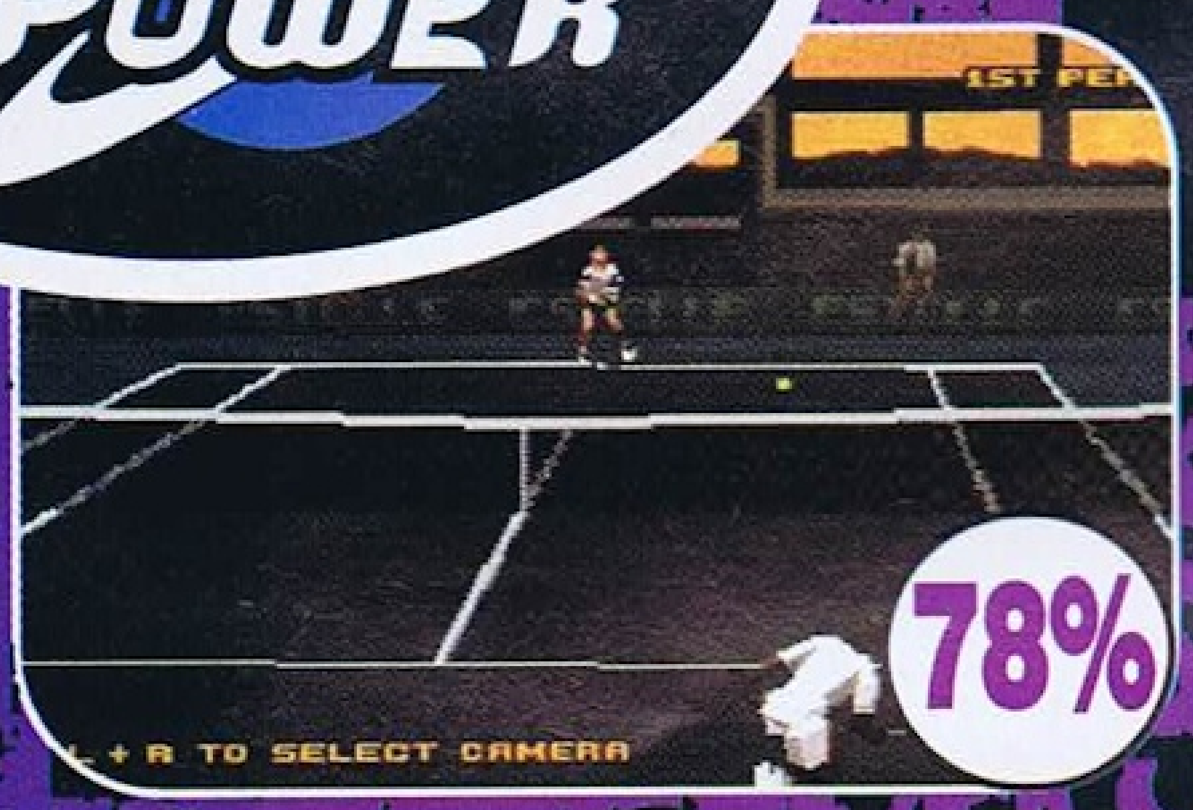

Breakpoint Tennis

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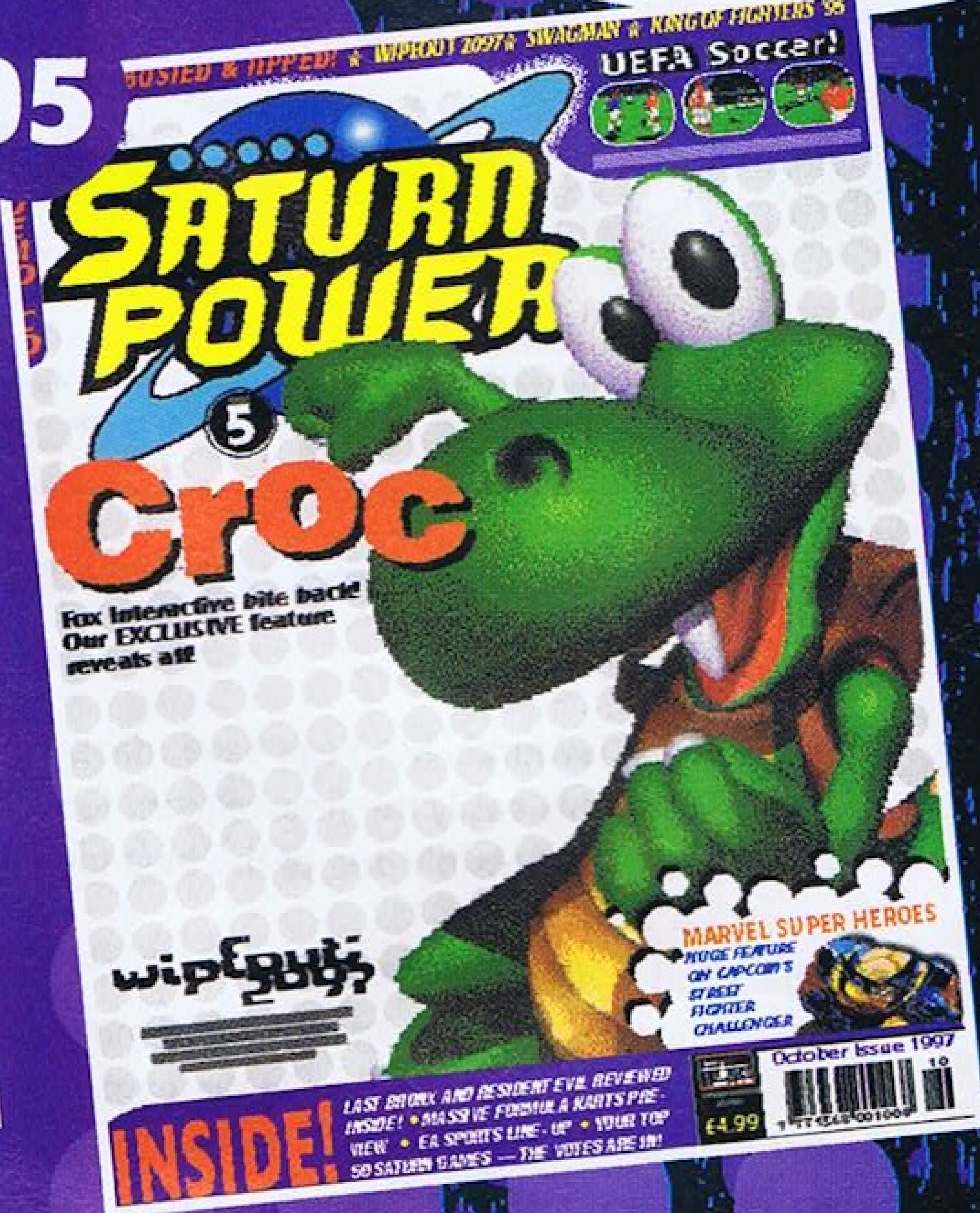
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ISSUE 5
October 1997
Finally, the *Wipeout 2097* demo but not only that, we also had an excellent feature on *Croc* and a review of *Resident Evil*.

ISSUE 4
September 1997
Due to deadline troubles, *SP04* has no CD. But it *does* have first previews of *Sonic R*, *Touring Car* and *Resident Evil*. A fine issue…

ISSUE 3
August 1997
Issue three gives you the FULL lowdown on *Resident Evil*, *Wipeout 2097*, *Quake* and *Croc*. Plus an excellent music CD and tips book!

ISSUE 2
July 1997
Second issue of our esteemed organ, featuring *Shining the Holy Ark* and *Last Bronx*. On the CD: *Actua Soccer CE*, *Reloaded*.

ISSUE 1
June 1997
Special first collectors' edition of *Saturn Power*. Packed disc includes *Tomb Raider*, *Fighting Force*, *Swagman* and *Blam! Machinehead*.

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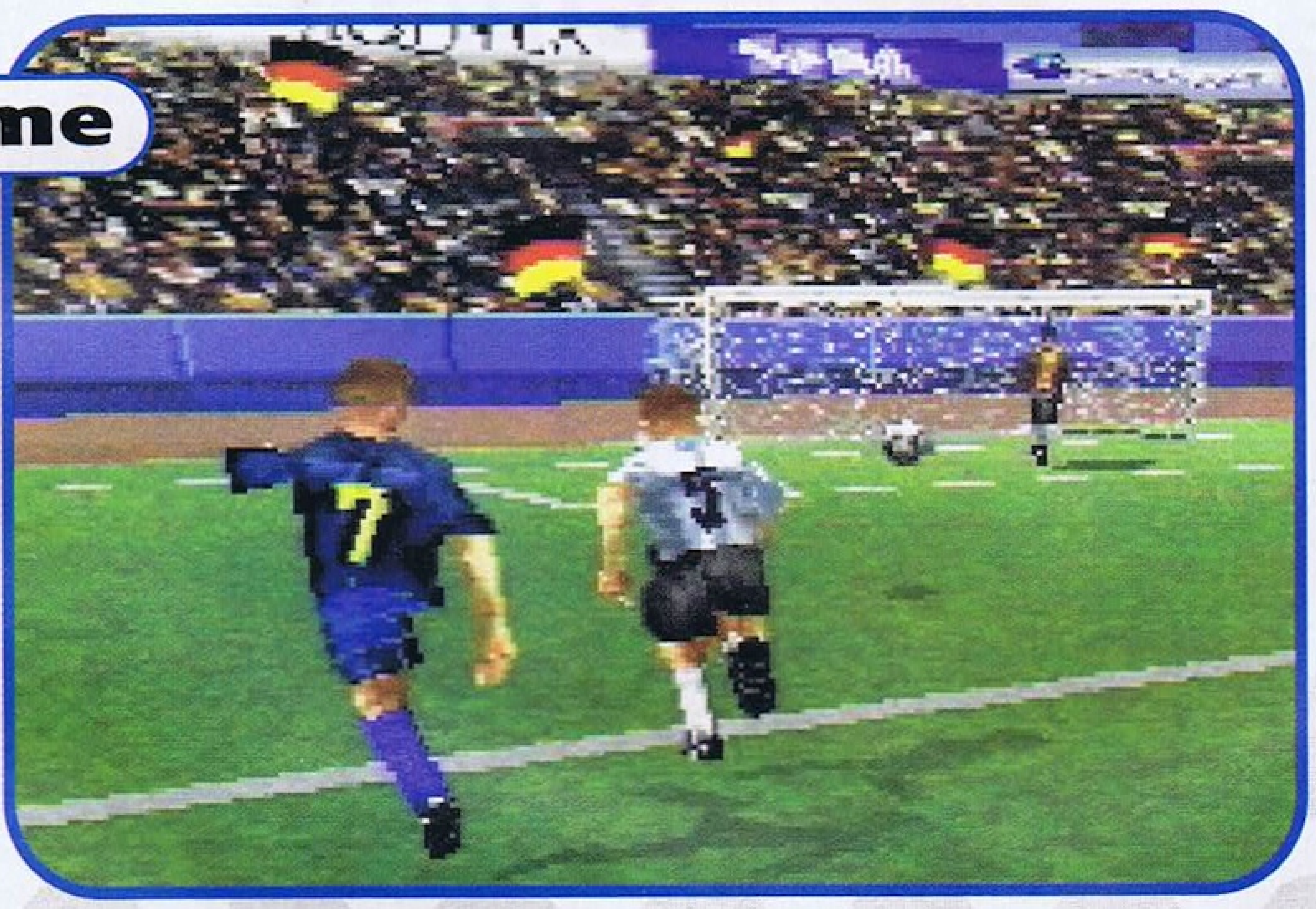
SPMAG/0297

Hot? Damn hot, but that's good for us. While the games companies all sod off for holidays and leave very little for us to worry about in the way of releases, we all slip down to Do It All for their industrial length extension cables and take our Saturns into the park. Yes, we're THAT cool.

Last Orders

Classics of our time

Number 6: *Sega Worldwide Soccer '97*



Ah, football.
Yep, that old favourite, but Sega have managed to produce not only easily the finest Saturn football game, but quite possibly one of the best football games on any format.

What, better than *FIFA '97*?
Most definitely. Despite you lot buying multiple copes of every single variation of the game that's ever existed, FIFA still happens to be a very average game in almost every respect – apart from the commentary.

So what's so good about *WWS* then?
Everything, really. The graphics and animation are spot-on, the range of moves and playability's perfect and there's certainly enough options, playing modes and 'tweaky' parts to the game.

Sounds a bit too good to be true, what's the downside?
Ah well, the keepers are a bit knob and the game's a little slow in PAL mode, but these are minor faults, really.

As it's a football game there must be a different version out every year, surely?
Very astute of you. The *'98* version contains very few changes from the previous version… apart from proper team names and players, better goalkeepers, artificial intelligence and a new jump-tackle move.

Anything likely to beat it?
There's a couple of fresh new games warming up on the touchline as we speak. EA have the latest in their long line of footy games waiting to fall onto us (*FIFA: Road to the World Cup*) and Ocean are making big noises about their one, called *UEFA Soccer*. Both, though, will have a fair way to go to beat Sega's game.

20 Questions… the answers

1) Yuji Naka.
2) *Super GT 24* and *Over Rev*.
3) A big fat 18 one.
4) Very, thank you.
5) Victor Ireland.
6) Treasure.
7) Wolverine.
8) Buggy.
9) Your guess is as good as mine.
10) *Alien verses Predator* and *Alien Resurrection*.
11) *Winter Heat*.
12) Acclaim.
13) Extreme time, Snowboarding simulator.
14) *Myst*.
15) A whopping 105.
16) *Daytona USA*.
17) Four.
18) True.
19) *Castlevania: Symphony of the Night*.
20) Tim Curry.

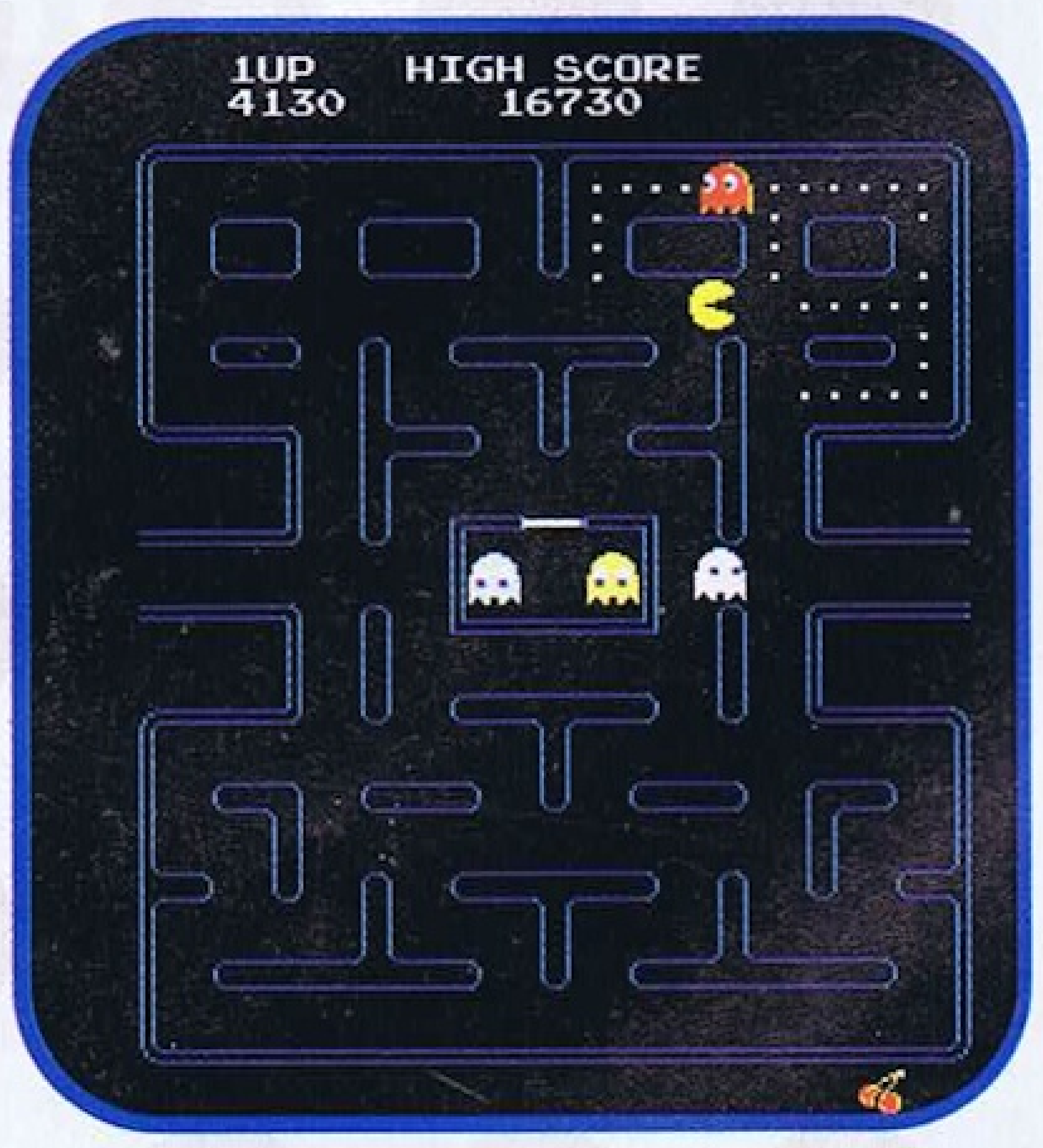
The truth is out there!

On October the 14, anyway. Truth, justice and good old-fashioned humour will arrive in your newsagents in the form of the seventh edition of *Saturn Power*. Changes are afoot young scamps and the buds of those changes will burst forth into much blossom around that time… you can be sure of it.

Arcade Classics

Number 2: *Pac-Man*

In the early 1980s, walking up to someone, looking them in the eyes and going: "Whaka-whacka-whacka" would probably be returned with a hearty slap on the back, a knowing wink and a collective dash to the nearest Pac-Man machine. Once there, you'd chase a series of dots around a screen before they were eaten by one of four 'ghosts' that were more like (in James' words) "cats under teatowels". It mattered not that the graphics were crude and their was little in the way of level variation, the game was brilliant. Why? Because getting multi-million hi-scores was more important in those days than the number of levels in a game.



Interesting fact: When Pac-Man was at the height of his popularity, there was an awful cartoon series that was produced and shown around summer holiday times – usually before *The Roland Rat Show*. Hmph!

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Special HELLO! to: Annie Morris, the girlfriend of one of our most loyal readers, Peter Kelso. He asked me to do it, Annie. Aahhh…

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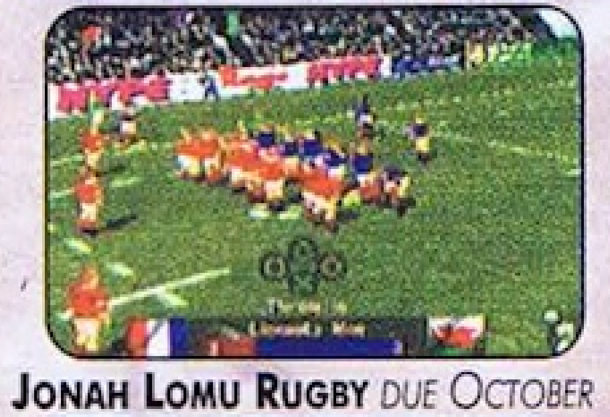
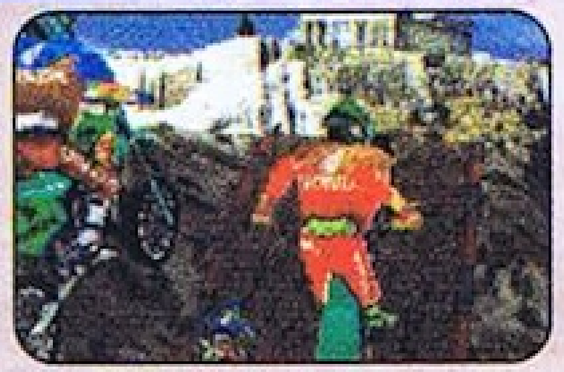


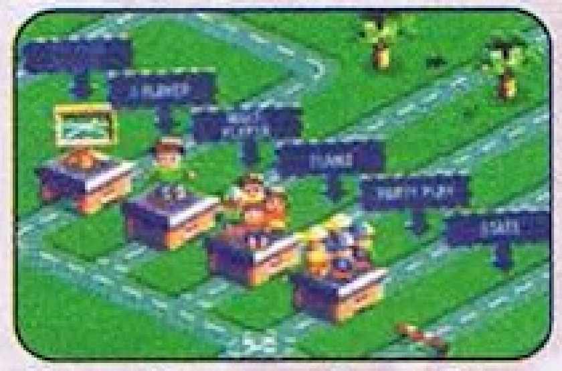
JONAH LOMU RUGBY *DUE OCTOBER*

SYNDICATE WARS *DUE NOVEMBER*

MECH WARRIOR 2 *DUE OCT*



MOTOCROSS INT'L *DUE OCTOBER*



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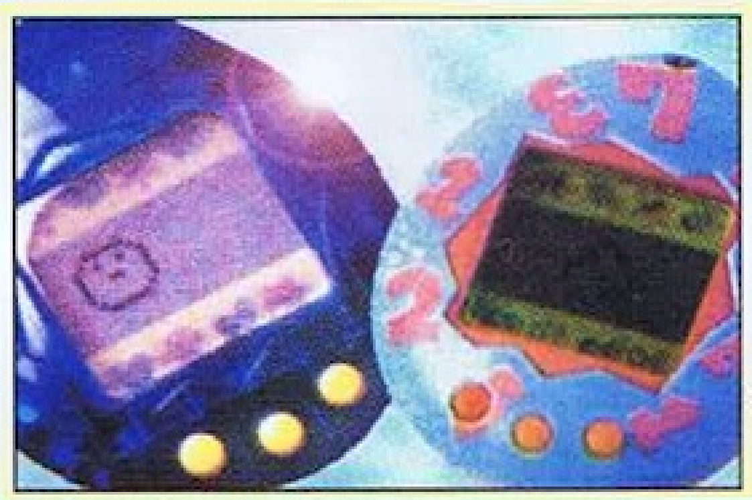
Heartune Tamagotchi



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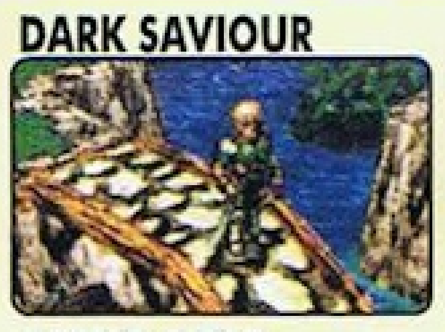

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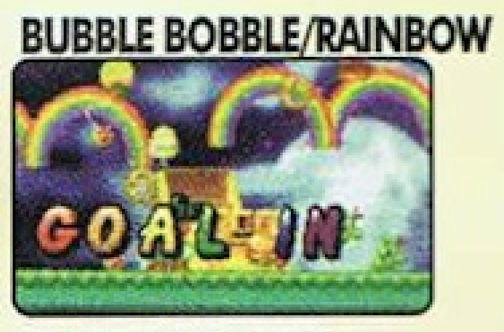

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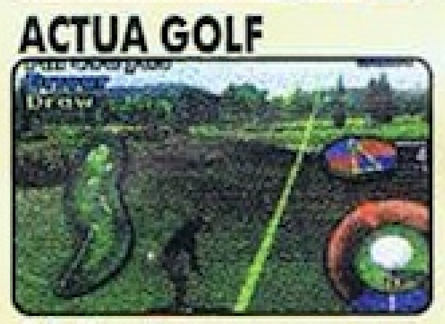

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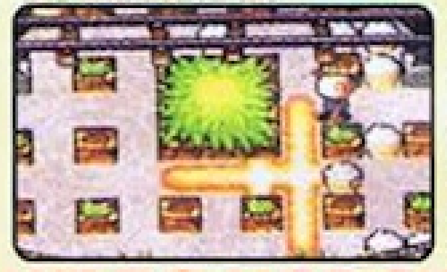

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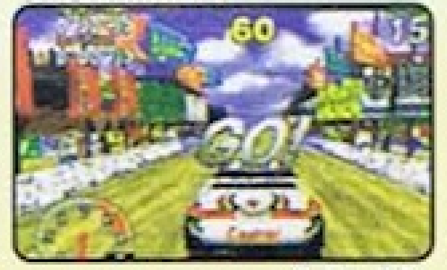

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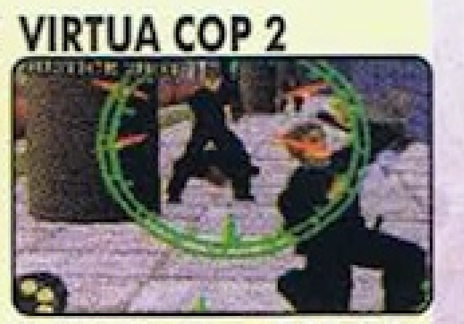

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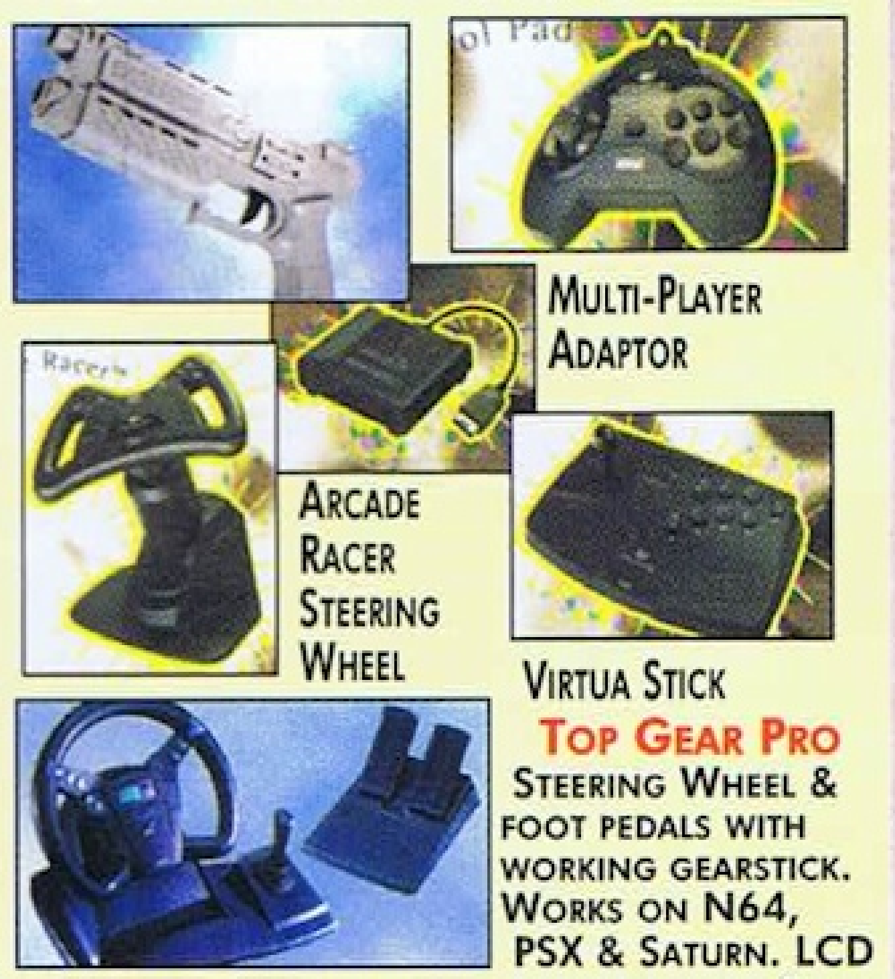

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The Best Saturn Mag Ever!

SATURN POWER

Next Month

We're keeping a bit quiet about issue seven because we're planning to bring you some superb news on a couple of Saturn titles you'll see next year.

As well as that, we'll have all the usual fun and games you've come to expect, plus more than a few new extra bits...